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A NEWSFIELD PUBLICATION
No.76 MAY 1990

MAGAZINE AND CASSETTE £1.70

CRASH

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SAM coupé COMPATIBLE

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DANGER IN THE ABYSS...

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DEFEAT THE EVIL QUEEN...

WIPE OUT THE ALIENS...

4 YES! FOUR COMPLETE GAMES! BRILL!
Plus POKEMANIA!

Where's my great CRASH cassette?!

SCUBA DIVE
elite

NUCLEAR COUNTDOWN
ATLANTIS

KARYSSIA - III
incentive

SURFACE TENSION
PowerTape

Your newsagent is probably keeping it safe for you!

REVIEWED! ORIENTAL GAMES ■ CRACKDOWN ■ E-MOTION ■ LORDS OF CHAOS ■ KNIGHT FORCE ■ DELTA CHARGE!

OLIVER FREY


TAITO'S
ISLAND-HOP
COIN-OP
SLIP ON YOUR MAGIC SHOES, PRACTISE THROWING A RAINBOW AND HEAD FOR
DOH'S ISLAND.
ATTACK DOH AS HE HIMSELF SPRAYS YOU WITH AN ONSLAUGHT OF BULLETS. YOU'D BETTER BE QUICK... THE
WATER'S RISING!
THERE MAY ONLY BE ONE WAY TO DEFEAT THE VICIOUS CREATURES ON
INSECT ISLAND
... FIND THE CUP OF DESTRUCTION ... YOU'LL HAVE TO BE PRETTY SLICK WITH YOUR RAINBOWS SO AS TO OVERCOME THE BEES, LADYBIRDS, SPIDERS, CATERPILLARS AND YIKES!!... THE BEEHIVE!!
OH NO!
NOW I WISH I'D SAYED WITH THE BEES! THY'RE JUST BUZZING BABES COMPARED TO THESE ANKS, PLANES AND 'COPTERS ON
COMBAT ISLAND.
YES, IT'S TIME TOBEAT THESE GUYS AT HEIR OWN GAME ANDTAKE TO THE AI! ... NOW WHERE' MY BOX OF WIGS?
NEXT STOP –
MONSER ISLAND
– WELL YOU CAN ST FIND OUT FOR YOURIES – WHEN GHOSTS, DOLLS, SKELETONS AND VAMPIRES INTE YOU TO SUPPER... 'S TIME TO HIT THE ELLOW BRICK ROAD!
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THE VERY BEST IN ORIGINAL GAME PLAY FEATURING ALL 7 ISLANDS, FAITHFULLY REPRODUCING THE FUN AND EXCITEMENT OF THE ARCADE HIT.

CRASH

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BACKPAGE
No need to be a wimp anymore! There's a set of ten martial arts lessons to be won right here!

GAME thrills

TIME FOR FUN!

Crack open your software Easter egg this month as CRASH gives you the low-down on the hottest games for the holiday! Unlike the downpour of coin-op and film licenses at Christmas, this Easter sees the release of a lot of original games, and CRASH gives a jolly hearty welcome back to one of the Speccy's oldest stars Monty Mole! Has he kept up with the times? Is he better or worse? Check out our def review and judge for yourself! Remember — there's no better guide to buying software than CRASH, and if CRASH hasn't rated it — don't touch it! Now find out what your fabbo Powertape holds for you...!

THRILLS ON TAPE!

Where to find your brill thrills!

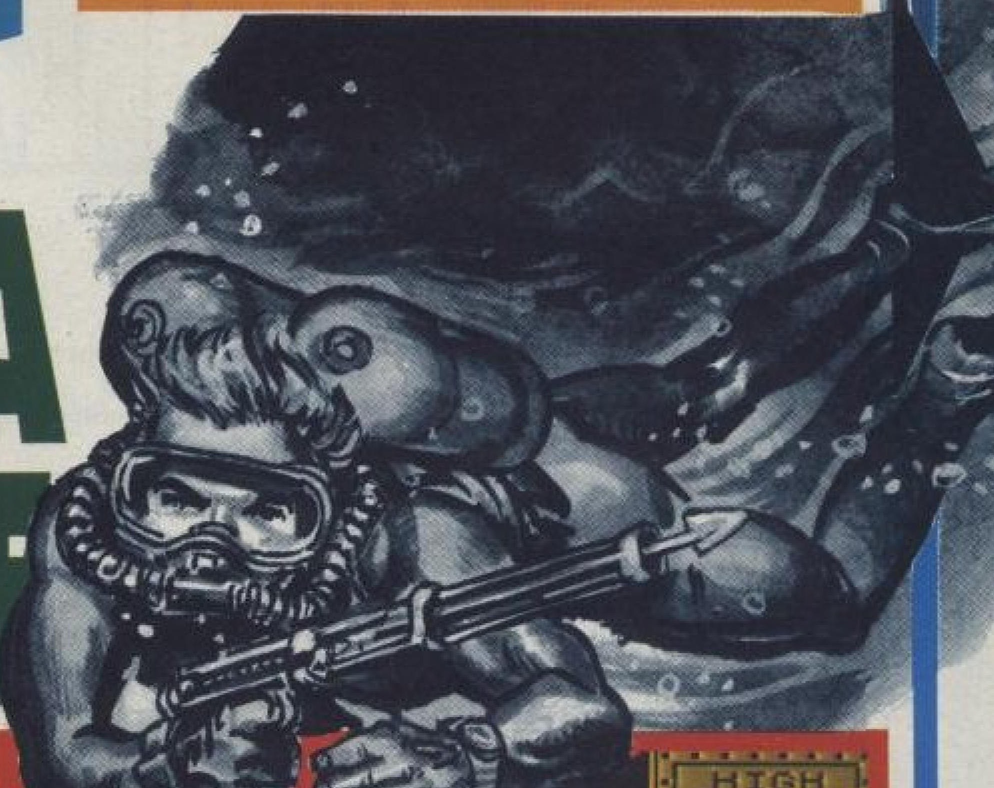
SIDE A:
SCUBA DIVE
NUCLEAR COUNTDOWN

SIDE B:
KARYSSIA III
SURFACE TENSION
POKEMANIA

Check the inlay for loading instructions.

Should your tape prove faulty, send it in its box to:
NEWSFIELD, CRASH TAPE CLINIC MAY (76), LUDLOW, SHROPSHIRE SY8 1JW
A whole and hearty tape will be returned to you!

SCUBA DIVE



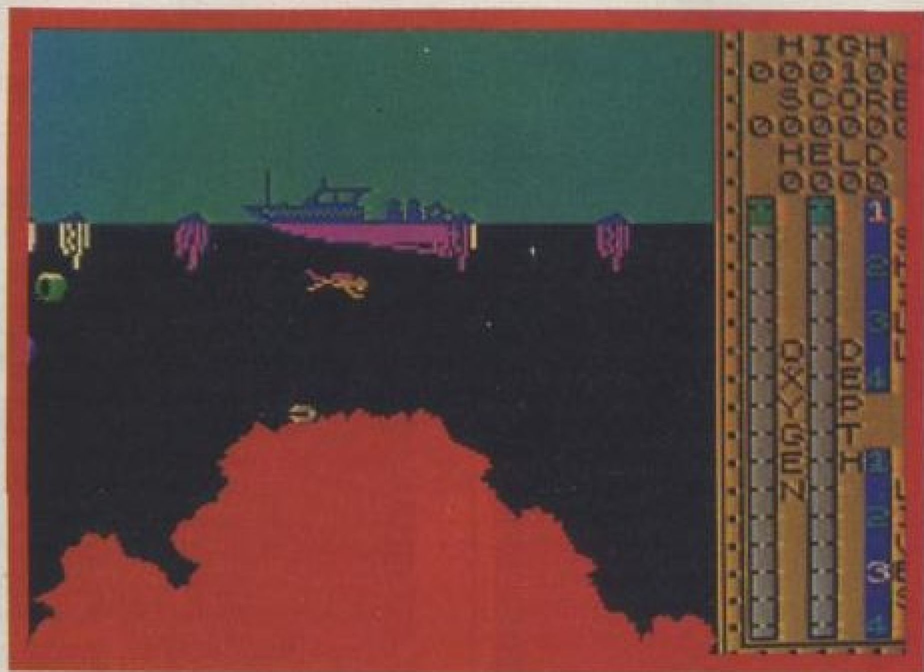
Enter a deadly underwater world with Elite!

A-har Jim lad!! Shiver me timbers, splice the mainbrace and all that sea-bound malarky 'cos CRASH has got you the best arcade game on the high seas! Erm... or rather under the sea — because Scuba Dive takes you down into the murky waters of the deep searching for valuable treasure!

The object of Scuba Dive is to leap off your boat and dive down to the sea bed to collect pearls — if you think it sounds easy, forget it! For a start, the sea is alive with fish of all shapes and



GAME thrills



sizes, from giant sharks and squids right down to tiny fish swimming in shoals. And don't be fooled by Jacques Cousteau's line about the sweetness of it all — these fishies come at you with jaws wide open and a taste for blood in their gobs! You start off with three divers — chuck one in the water and off you go. Guide him down to the sea bed — watch out for the rocks though: bumping into one knocks him out for a few seconds and kills him if it happens immediately again. The pearls to collect can only be snatched from open oysters. But don't stay down too long else your oxygen supply runs out! Swim back to the boat to replenish your supply. Down deep are underwater caves where all manner of deep-sea deadlies lurk. Cave openings are guarded by octopi — flinging their tentacles around, allowing only perilous access. Should you get through, the bottom of the cave is covered with giant clams whose pearls are more valuable than oysters' - but clams have a nasty habit of springing shut on you! Right at the bottom of the cave system you'll find treasure chests and spare oxygen tanks which come in very handy... Points are scored for pearls brought up to the boat, and the four skill levels affect your scores, numbers of sea creatures and the speed at which your oxygen decreases. And that's it! DIVE IN... The water's lovely — and so are the controls because they're redefinable. You'll need rotate left, rotate right, accelerate and brake. Where's me flippers?!



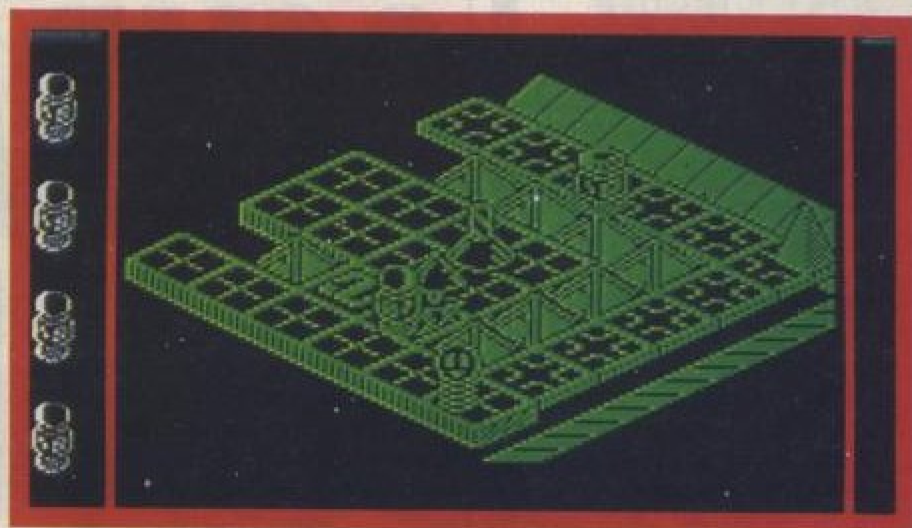
NUCLEAR COUNTDOWN

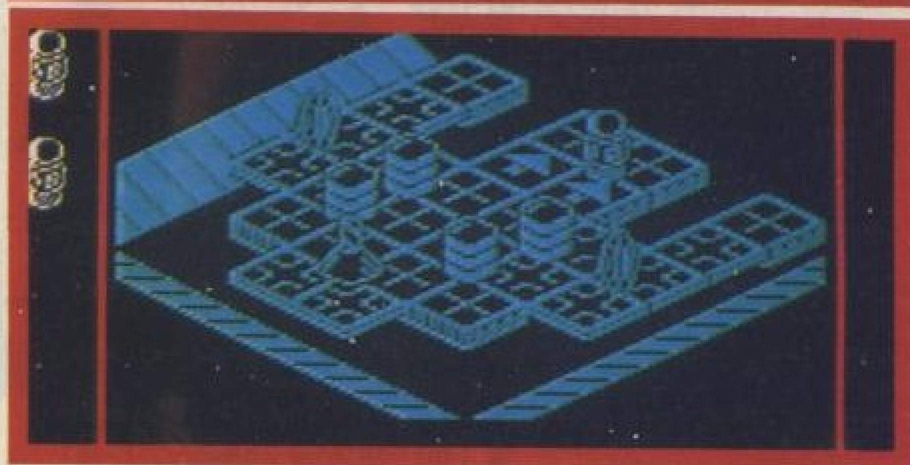
● A gobsmacker of a 3D arcade adventure from Atlantis!

★ Heck! Chaos has broken out at the Nucleo complex and could have devastating results (like producing glow-in-the-dark sheep in the field next door)! Nucleo cells have become incredibly unstable — so unstable they can't be fixed but instead have to be destroyed! And CRASH knows just the man for the job... YOU!!

Thankfully you don't have to turn up in person, so grab a joystick and prepare to guide your robot droids through the 25 rooms of the Nucleo complex seeking out and destroying the unstable Nucleo cells. The slightest contact is sufficient to destroy them.

But beware — keep an eye on the droids' energy levels. Energy is lost when travelling through parts of the complex, especially when close to an unstable cell. Energy is also lost should you bump into one of the mutant worker droids. Help is at hand though: your nothing-can-get-me-now shield reduces energy loss and in some cases destroys the mutant droids. There are energy boosters scattered around the

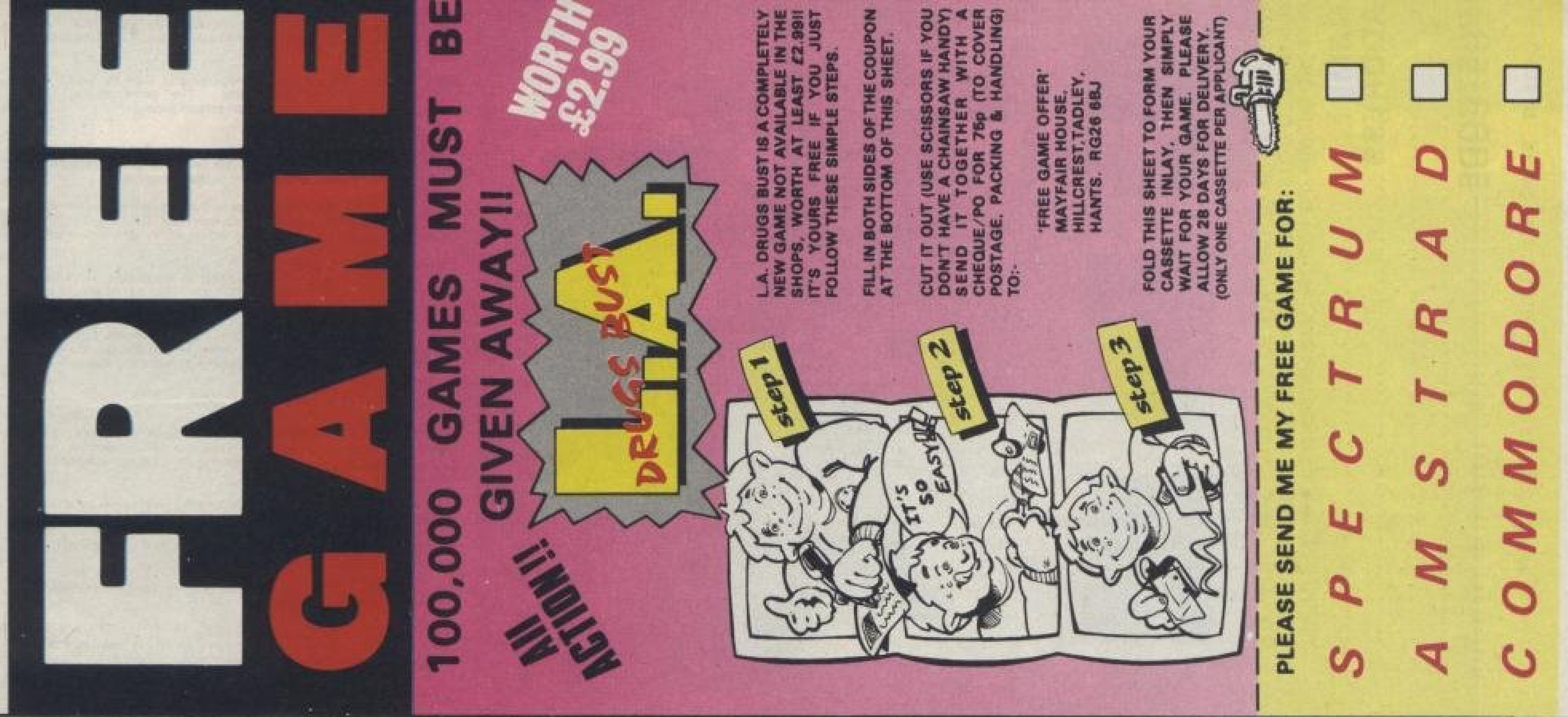




complex, if only you can find them in time!

COUNTDOWN CONTROLS

Direct a droid using a joystick on Kempston, Sinclair or Cursor interfaces or nuke the nucleo cells using the keyboard controls which are: A/up left, L/up right, M/down left, X/down right, CAPS/pause, Q/quit and P/shield. If you're not happy with those you can select your own choice using the redefine keys option.



KARYSSIA: QUEEN OF DIAMONDS PART 3

Are you all set to complete Incentive Software's fabby three-part adventure *Karyssia*? Or is the going getting just too tough? Either way here's part three for you to tackle, and hopefully rid the world of evil Karyssia. For the full instructions on how to play the game check out issue 74 (or order a back issue from the mail order department). First of all, you need the password to get into part three — it's LOXA. And if you haven't worked it out for yourself this is how you complete part two...



THE STORY SO FAR — PART TWO

N, E, E, N, N, N, N,
Here you will catch a part of the guards' conversation, either one of them will tell the other that a) his brother Sutrinan sent him a silver falcon amulet or b) the guard will complain that his brother forgot his birthday. It is clear that you must have the amulet at the end of part one for speech 'a' and hence have received the password XAOR.

W
If your password was XAOR the silver falcon amulet will be here.

GET AMULET, EXAMINE AMULET, E, S, S, S, S, W, W, N, W, N, HAWK ORNITHIA OSTRANIA
These words are on the silver falcon amulet — they are a cabalistic spell.

EXAMINE TREE, OPEN DOOR, ENTER TREE, D, N, HERMIT HELLO
He will now give you a golden skull charm.

S, U, U, S, E, N, N, W, EXAMINE LOG, E, N, W,
Falcassia's spell restores stamina as well as improving skill.

E, S, S, E, DROP CHARM ONTO PENTACLE, S, D, D, E, E, N, N, N, N, E, KILL MERCHANT, GET FRIENDSHIP SPELL, GET AMETHYST, W, S, S, S, S, W, W, N, N, N, N, W, GIVE AMULET, N, W
Ignore the sign

W, CAST FRIENDSHIP SPELL, S, KILL GUARD, EXAM GUARD, CAST DARKSIGHT SPELL, E, E, N, W
If you have the amethyst of truesight you will see an opening in the rockface.

W, N, N, W, EXAM DRAWINGS
You find the words of a cabalistic spell

GET BOW, GET ARROW, GET DIAMOND, GET SCROLL
This must be taken last

E, D, SHOOT SPRITE, N, N, W, W, S, W, PRISONER HELP
This will give you help but it is not necessary

E, N, E, N, E, S, W, GET RUBY, E, S, JUMP ACROSS PIT
The pit is not booby-trapped. The oaken doors are impassable

E, E, N, W, GET WISHBONE
This is the charm connected with the cabalistic spell found

REMEMBER THE GAME IS WORTH £2.99 AND IS YOURS FREE, ALL YOU HAVE TO DO IS PAY 75p POSTAGE, PACKING AND HANDLING. I ENCLOSE CHEQUE/PO FOR 75p. PLEASE SEND ME MY FREE GAME!

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IMPORTANT: REMEMBER TO FILL IN REVERSE OF COUPON



SPECTRUM.
48K: Rewind the tape to the beginning of Side A. Type LOAD"" and press ENTER. The game should load automatically. Please follow all on screen prompts.

128K: Rewind the tape to the beginning of Side B. Select the LOADER option from the menu. The game should load automatically. Please follow all on screen prompts.

AMSTRAD CPC.
CPC 464: Rewind the tape to the beginning of either side. Hold down CTRL and tap the small ENTER key. The game should load automatically. Please follow all on screen prompts.

CPC 664 or 6128: Rewind the tape to the beginning of either side. Type I (Shifted@) TAPE (ENTER), then type RUN" (ENTER). The game should load automatically. Please follow all on screen prompts.

COMMODORE C64/128.
C64: Rewind the tape to the beginning of either side. Hold down SHIFT and tap the small RUN/STOP key. The game should load automatically. Please follow all on screen prompts.

C128: Rewind the tape to the beginning of either side. Ensure the machine is in 64K mode. Hold down SHIFT and tap the small RUN/STOP key. The game should load automatically. Please follow all on screen prompts.

THE GAME

In each district of the city you must wipe out your daily quota of gang members. Once these henchmen have been eliminated you must tackle the head dealer before going on to the next, more dangerous, area.

To operate your Uzi machine pistol use the directional controls to move the cross-hair and press the fire key to activate the trigger.

Your energy will be depleted if you are shot, or if innocent civilians get caught in the crossfire.

Extra ammunition, first aid, and body armour may be liberated from the gang members you elimiate.

CONTROLS
Spectrum and Amstrad users may use a joystick or redefined keys. C64 owners must use a joystick connected in port 2.

GAME *thrills*

on the illustrated wall. The prisoner tells you it affects the altar.

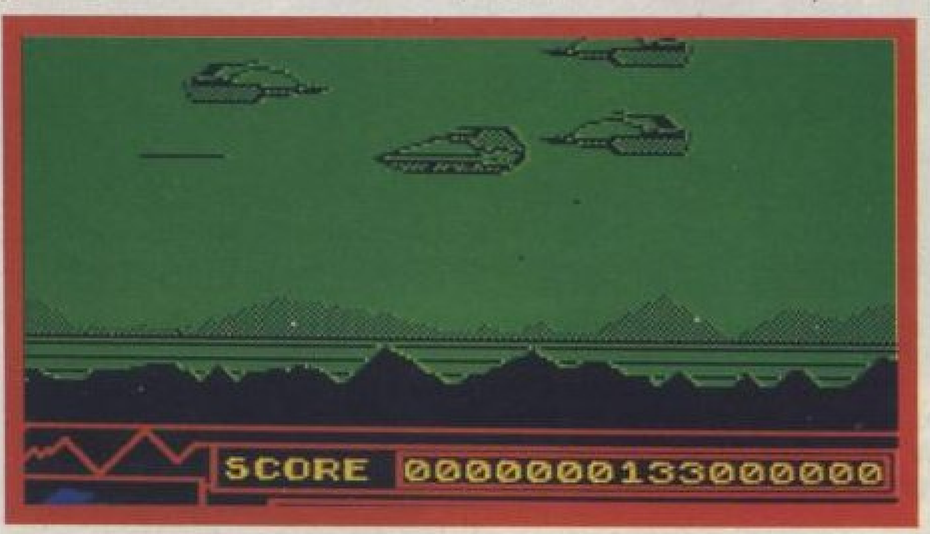
W, S, W, W, JUMP ACROSS PIT, N, N, W, S, W, W, ALTAR DORACIN RECAYA, GET SAPPHIRE, E, E, N, N, W, S, EXAM GARGOYLE, N, E, S, E, E, EXAMINE PENTAGRAM

Here you find the words of a cabalistic spell, only useful in part three.

W, N, E, GET TOPAZ, W, W, N, PUT RUBY IN RED CHALICE, PUT SAPHIRE IN BLUE CHALICE, PUT EMERALD IN GREEN CHALICE, PUT DIAMOND IN WHITE CHALICE, U

And that is Part two solved! Question is, can you solve part three before we reveal all next month?





SURFACE TENSION

●Completely addictive original shoot 'em up!!

***Surface Tension* — you won't survive a second unless you've got ultra-fast reactions! Cos that's what this 'mazing scrolly shoot-'em-up calls for. Experience the adrenalin-pumping action of being a space fighter pilot in a world full of crazed robots! And it all comes from a whizzo programmer called Damian Scattergood from across the water in Dublin, Ireland!**

The year is 2197, predicted to be a very good year for Champagne. But, shock! Horror! Machines have taken over the world — and have, therefore, wrecked any chances of getting a decent swig at the Champers.
As the last remaining starfighter you have to fly your laser-cannon armed craft over the horizontally scrolling landscape destroying all the robot fighters in each sector to save the world!
The alien fighters are not armed, but take kamikaze runs at you instead. Blow 'em to pieces or be eliminated! There are 26 wrap-around sectors to fly through, and the number of fighters to be destroyed is shown in a window on the right-hand side of the status panel.
Strap yourself in — let's go!!
Champagne is the prize for success!

CONTROLS
Sorry, joystick junkies — but Surface Tension is a keys-only game! The set keys are Q/up, A/down, O/left, P/right and M/fire. Though if these don't suit, choose your own with the redefine keys option!

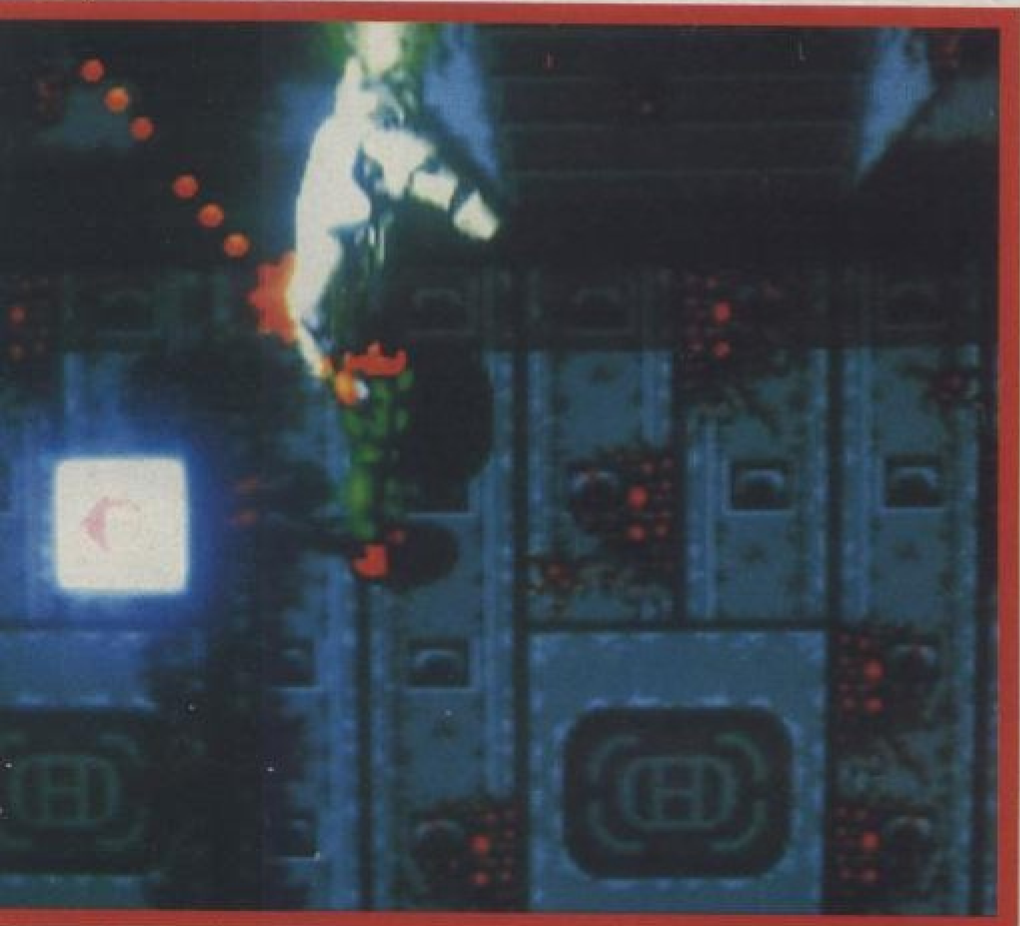
POKEMANIA!

●Crucial POKEs time with Graham Turbo Mason!
Find out what goodies he's got for you in Nick Roberts' Playing Tips...


Pipe Mania!!
ADDICTION BEYOND BELIEF!!
C and VG Feb 1990 94%
Pipe Mania is "a classic puzzle arcade game that is so addictive, it should
Pipe Mania is a game of great ingenuity, simple in concept and
You'll need to act instinctively, but think strategically!
One wrong move, one brief hesitation or mis-placed pipe section drown in a sea of slime!
ST Action
"Pipe Mania is a conceptually simple and cheeky game which is incredibly addictive"
Commodore User Screenstar
"Terrifically addictive... outlasts any arcade conversion"
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Commodore 64 Disk
Spectrum Cassette
Spectrum Disk
Amstrad CPC Cassette
Amstrad CPC Disk
Electron Cassette
Macintosh
Pipe Mania
Zero March 1990 92%
"Buy this game and you may never sleep again"
The Games Machine Star Player Award 83%
"A puzzle game of great ingenuity and addictivity, Pipe Mania is simple in concept, fiendishly challenging in play, and attractive to look at"
Zzap Sizzler
"Absolutely guaranteed to drive you round the bend"
Amiga Computing Excellence Award 95%
"A game with a game play that shines"
Game Players Award USA
"Best PC strategy game of 1989"
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ARCADE ACTION

Cracking coin-ops are the order of the day — Mark Caswell checks out the latest and tells you where to pump your dosh!



SAR (Search And Rescue) SNK

In the depths of space an exploration ship disappears, back on Earth a Mayday message is received and action is taken. A tough security agent (plus optional side kick) finds the ship: the crew have vanished to be replaced by dangerous aliens. Armed with a machine gun, you search and rescue: move vertically up the screen blasting anything that moves, creatures, robots, ship-board security guns and large mechanical hands. Pick up icons scattered about and increase firepower with penetrating firebullets and homing rocket bombs.
The action is fast and furious, with attacks often coming from behind as well as the sides. As with *Calliber.50* the knob of the stick is moveable — twist it and blast away. Graphically and sonically great, with plenty of creatures attacking from every possible angle, a pounding soundtrack throughout, this makes for a frantic and highly recommended blast-'em-up!

BEAST BUSTERS SNK

Mechanised Attack meets **George Romero** zombie flick in *Beast Busters*. Investigating mysterious disappearances Johnny, Sammy and Paul (played



in the now familiar fashion of grabbing the gun bolted onto the cabinet and letting rip) find themselves in a city full of the undead: devil dogs, zombies and evil birds (among others) who want them to join the club.
Extra ammo, grenades and various goodies float down the screen you to shoot and get. Press the red button on the gun's side to launch grenades: normal BOOM type, electro grenades with a spectacular lightning and rocket powered hunks that make sure everything stays dead. End of levels sport either one huge or a large number of smaller but just as deadly foes. Perhaps one for conversion Ocean?.

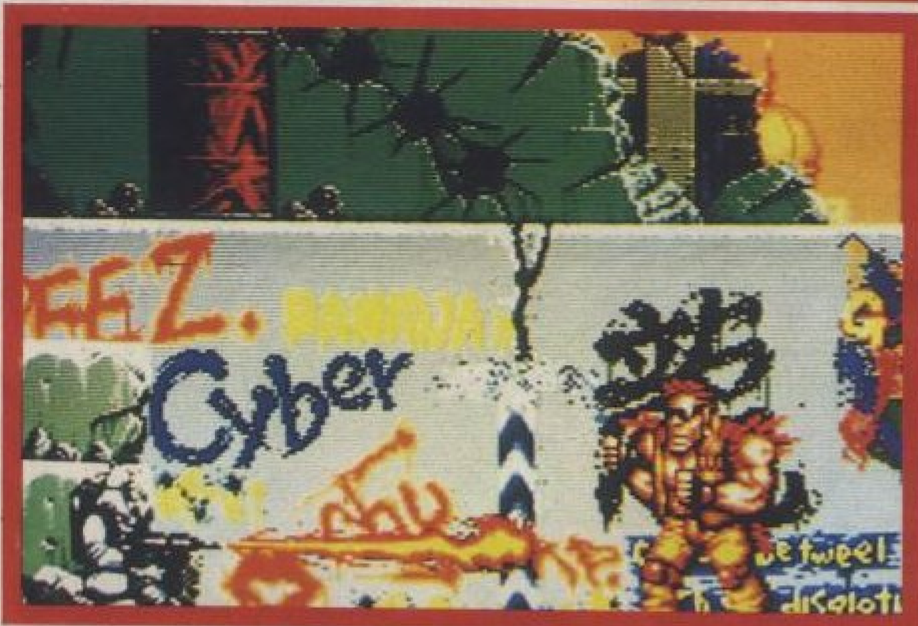
ALIENS Konami



The kin of the bio-mechanical creature who decimated the Nostromo are out for blood, preferably the Space Marines who have been sent to Acheron. Start where Newt has been captured by the Aliens and Ripley sets out to rescue her, striding through the corridors of the complex carrying a smart gun (the huge weapon able to tell friend from foe). She isn't alone for long: a whole range of Aliens attack, and when shot explode in a shower of mangled flesh and acidic blood (very pleasant). Fab! Sonics and graphics are both first class (especially the digitised piccys at the start). Find Newt before a face hugger does its grisly job.

CRUDE BUSTER Data East

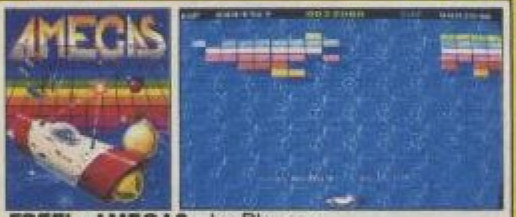
2010 and New York is blasted by nuclear devices of unknown origin Twenty years go by and the villains are discovered: crime syndicate Big Valley is trying to take over the world, and the US Government calls on Crude Busters for help. Big Valley don't stand much of a chance. One or two players save the world across the horizontal flick screen with the rubble of one time Big Apple.
Villains range from two foot tall midgets to guys who would make the Hulk look like a choirboy.



Weapons are too uncool for these street wise dudes, they use fists and feet. The odd flag pole, car, fire hydrant etc do prove handy weapons though. Fans of the 60s TV Batman will welcome the 'Pow', 'Biff', 'Clunk' bubbles that appear alongside excellent speech effects during the fight. *Crude Buster* is a fun and humerous beat-'em-up well worth spending a few bob on.

Right, I'm off to the coin-op — no use writing about 'em: I'd rather play 'em. Till next blast!

FREE! TENSTAR PACK WORTH OVER £229!



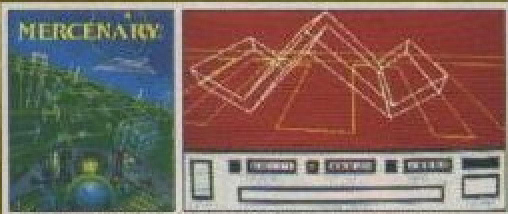
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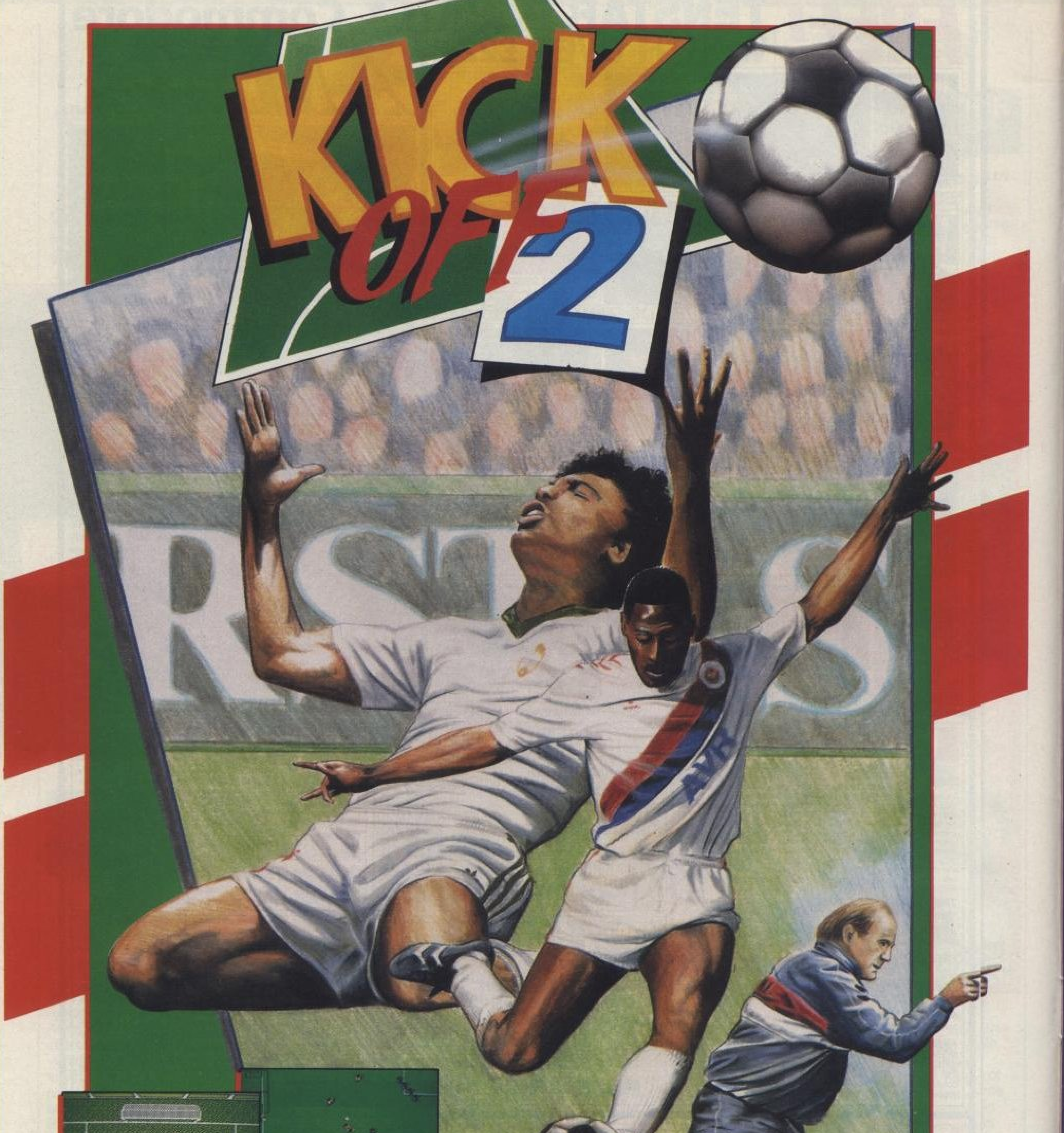
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Do you already own a computer
If so, which one do you own? ....


KICK
OFF
2

PREVIEWS

What's up and coming and has pictures to show for it...

THE MAGNIFICENT — FOUR!



● DYNASTY WARS

The time... 184 AD, the place... China, the situation... complete chaos. *Dynasty Wars* is well on the way, and unlike certain other mags we could mention **CRASH** hasn't used arcade screenshots. The **Han Dynasty** has been overthrown by rebellious warlords who are even now rampaging through the countryside raping, pillaging and generally having a good time. But out of the ashes, like an avenging Phoenix, four warriors are ready to stand and face the hordes. So, alone or with a mate, choose one of the four heroes (one each that is), grab a horse and ride into battle.

The game is being programmed by **Tiertex**, the gents who brought you *Strider and Black Tiger*. Eight levels filled with more bad guys than you could shake a Samurai sword at will be yours to challenge when the game appears on your Spectrum in June.

LET'S GO BACK, RIGHT BACK



● BACK TO THE FUTURE — PART II

Did you go to the flicks at Christmas? Of course you did!! And you saw *Back To The Future — Park II*, didn't you? Yayyy! Erm... unfortunately none of the **CRASH** crew saw it, being far too busy doing the Chrissy Specials (hem, hem!). But, as luck would have it, **Image Works** saw the film and thought it was so fab it's releasing the game of the movie! *Back To The Future — Part II* splits into five sections with you controlling **Marty Mc Fly**.

Start in the future as Marty whizzes around the streets of **Hill Valley** on his newly acquired hoverboard — with **Griff** and gang in hot pursuit!

The second part is set in your girlfriend **Jennifer**'s house, where you have to prevent her from meeting her future-self! Control is by on-screen pointer which allows you to open and close doors, and so hopefully never letting the Jeniffers meet! In part three you go back to 1985 where chaos has broken loose due to fiddling with the future. You have to find the **Doc**, but the streets are full of undesirables: knock 'em flat and prepare to go way back to 1955!

Here you have to create the animated scene from the **Under The Sea Enchantment Ball** by moving picture blocks around to build a picture of Marty and the band playing *Johnny B Goode*.

Confused by all this time travelling yet, viewers? No? Well, try the fifth section, which sounds a bit like the first: Back on the hoverboard Marty has to find Biff who has the almanac, the cause of the trouble. Skate around Hill Valley, avoiding the hazards and picking up those all important bonus points! It all sounds flipping crazy so far — check it out this summer, and watch out for *Back To The Future — Part III* later in the year!



Here comes summer — find out what game thrills are coming your way in next month's preview!



WIN YOUR VERY OWN DELTA SPACE STORM!

A FABBY EYE OF THE STORM AND HEAPS OF THALAMUS T-SHIRTS AND GAMES MUST BE WON!!

Joystick melting action, ahoy! It's *Delta Charge!* the hip new shoot 'em up from swanky software house Thalamus. And what a game it is! Waggle goes your joystick! Rat-a-tat-tat goes your space fighter cannon (Well, it doesn't because you've got laser thingies which sound a bit more like Pheeewwwooop!). Alien death formations fly in from the side, spin around, seem relatively harmless and then fill you full of mutant alien plasma (F'nar)! It sure is one hell of a storm to get caught up in!



● AND ON THE SUBJECT OF STORMS...

Ah yes — what exciting disturbances of normal weather conditions storms are! And now **Thalamus** are giving you the chance to have an electrical storm in the comfort of your own living room! Blimey! It's the first prize in this *Delta Charge!* compo — and the storm is, in fact, an **Eye Of The Storm** gadget which scores 100% on the **CRASH** weirdness-o-metre. The **Eye Of The Storm** allows you to experience the fourth state of matter — plasma. And as if you didn't already know, plasma is an ionised gas which exists at temperatures of around 50,000 degrees! Thankfully, the **Eye Of The Storm** only has an incy bit of the stuff so it's not dangerous. Phew! See the lightning bolts fly out from the centre orb and hit the glass globe, creating amazing patterns! And when you place your hands on the globe — well — oh boy! You'll have to win one to discover how super it is. That's the first prize — and it comes with an incredibly trendy **Thalamus t-shirt** and a copy of *Delta Charge!*. And for 20 — **20!!** — runners-up there are also a t-shirt and a copy of *Delta Charge!*!

● TO WIN...

To be in with a chance of winning it's time to clean up your eyeballs for a spot the difference challenge. The two illustrations shown on this page may look alike but have ten differences which you have to spot. Ring the changes on picture B and fill in the coupon and send it to: **NEWSFIELD, I'M ALL CHARGED UP AND READY TO WIN THE THALAMUS COMPO, LUDLOW, SHROPSHIRE SY8 1JW**. All correct entries here by May 19 will be thrown in the **CRASH** prize picking bin, and the lucky winners plucked and duly awarded their prizes. Can't say fairer than that, can you? (**'Fairer than that!!'** — Ten squillion **CRASH** readers).







'HOLY MOLEY'.. THE HERO OF THE 80's IS BACK.!
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All mail order enquiries to: Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone: (0742) 753423.

LIVE CIRCUIT

Well, we've moved into our new offices by the river, and what do I find? Do I get an office of my own, with new shiny black ash desk like Them Who Must Be Obeyed get? No! I get slung back in a corner with someone else's shabby old desk which has I Love Julie scrawled all over it. So, as of now, the Campaign For Mangram To Get Shiny New Desk is underway — your support is most welcome. In the meantime, I'm pocketing this month's £40 Letter of the Month money towards it, as no one else deserved it!

SCUBA PLEA

Dear Lloyd
Please, please can you get hold of a copy of Scuba Dive. I've played it once, and it was really good, but my friend had to take it away and I have not seen it again. I've looked in every shop and store and no luck. So please, please, please can you help me.
Iestyn Morris, Gloucester, GL2 0LZ.

**Why, certainly! I'll just rummage through this box of cassettes, hold on (Dum-de-dum...). Ah ha! Here we are! Slap it on the Powertape... one copy of *Scuba Dive*! Don't say I never do anything for you.
LM**

TOO YOUNG?

Dear Lloyd
Me and my mates, **John Davey** and **David Mordue**, want to program a game for the Spectrum. We are all 10 years old. Are we too young? How much will it cost? Will we be able to market it if the game is successful? Will we need an adult?
Colin Hepton, Keelby.

**You're never too young to start programming! But it will cost time and effort to write a good game. And rather than trying to market a game, which is an expensive business, why not send it to software houses for evaluation?
LM**

SEXY LEGS!

Dear Lloyd
It's alright for some ain't it? I've been saving up for a **Coupe** for absolute YONKS, but there are some people (no offence intended) who can just ask



since Christmas but have 14 games I don't know how to load. This recent freebie Tape is brill, I love *Gilligans Gold*, but can't or don't know how to load *1985* or *Mission Fallout*. One other query, what are **Pokes** and *Pokemania*? It's driving me nuts.
Felicity Gaizely, Penrith CA11 7RQ.

**Ever so simple really — as soon as the first game on the tape has loaded, stop the tape immediately! Then, when you're ready to load the next game reset the Speccy, go into 48K mode, type LOAD "", press return, start the tape and, hey presto!, the next game should load. Nick has promised to explain poking in playing tips.
LM**

WHEELIE BIN!

Dear Lloyd
I think that **Mark Caswell** is a softy, as when he reviews a game he always gives a higher rating than **Nick**. I think that this is because Mark is scared that the software companies will send the heavies around to his wheelie bin (his what? —LM) and beat him up! **Nicholas Martin** from last issue (74) is totally wrong about **Olibugs** not liking to beat each other up. Last week I happened to be going past **CRASH** Tower when two Olibugs jumped out of a window and landed in my pocket. I took them home and put them under my bed and went out. When I came back they were flying around the room beating each other up and they haven't stopped yet!!! I still think an Olibug fan club should be formed.
Darren James, Arbroath, Scotland.

**It's not so much that Mark is a softy — it's the fact that Nick is a grumpy old sour puss (Watch it, Mangram! —Nick). And there is an Olibug fan club — it's called CRASH and comes out once a month at the measly price of £1.70. Bargain.
LM**

POKES FOR SALE

Dear Lloyd
I have collected **POKEs** for about two years for my **Spectrum +2**, but now I want to sell them. However I don't know where to advertise them or how much to sell them for, so their dad for a Coupe and get it and then expect others to be treated the same. Huh! Pigs might fly. I will have to wait another YEAR before I can get mine. So when the people with the Coupe say, 'Oh, hasn't it got sexy legs, it's got really soft keys, I can't wait to see the printer, you should see the graphics, oh and the sound' it gets very tedious for the people like me who have to save up. Hoping that you will see other people's points of views.
John Sartin, Sherborne DT9 4BW.

**Sounds like a touch of envy to me — anyway what's wrong with saving? And what's wrong with a Speccy!
LM**

ADDICTED

Dear Lloyd
I am Timmy the +2, and I have a serious problem ie. an addiction!! I am looking for psychiatric help to stop me - perhaps you are the man. I am addicted to *DIZZY*!!
Yes, this seemingly nice and cute egg has destroyed my life. Ever since my owner **Tom Sulston** bought *Dizzy 1*, all I have thought about is Dizzy, Dizzy, Dizzy...SLAP!!! (Ah, that's better). Please, please could you tell me if there is a Dizzy fan-club, and who to contact.
Timmy, Headington OX3 8BY.

**CodeMasters, who publish the *Dizzy* games, are launching a club very soon! It's called the Cartoon Time Club and has loads of stuff on Dizzy and all the other software stars from the Cartoon Time games series. To join you have to collect five barcodes from Cartoon Time games and post them off to CodeMasters. However, there is a slight problem at the moment as there are only four Cartoon Time games around!
LM**

WITS END

Dear Lloyd
I am at my wits end. I always get **CRASH** because it's so totally brill fab etc. BUT!! I don't know how to load a game if it is second or third on one side of a tape. I have only had my **Sinclair Spectrum +2A** I need your help.
Huw Ovens, Newport NP9 8AX.

**You need the classifieds — check 'em out on page 21.
LM**

FRUITY

Dear Lloyd
I have only been reading

☆ HI-FIRE! ☆

Gotta high score? We want to know about it! Yes! This is Hi-fire where you can announce your galactic domination to the entire Speccy universe. And what's more we'll be pulling a name from the hat each month and awarding a high-scoring hero £40 of software!! Yayyyy! So play mean and get yourself a high-score and send it, with a photo if possible, to: *NEWSFIELD, HI-FIRE, CRASH, Ludlow Shropshire SY8 1JW*. And remember, there's £40 of software to be won every month!!

THIS MONTH'S HIGH SCORING HEROES

ROBOCOP
1653294 Justin Patnicroft, Berkeley, GL13 9HG
50230 James Pollard, Sittingbourne, ME10 1NA
OPERATION THUNDERBOLT
3183231 James Pollard, Sittingbourne, ME10 1NA
202400 Tim Stevens, Derby, DE7 3GA
TURBO OUTRUN
506320 Tim Stevens, Derby, DE7 3GA
397420 James Pollard, Sittingbourne, ME10 1NA
FORGOTTEN WORLDS
20175 Daniel Leach, Ilford, IG5 0DA
CRAZY CARS
9331900 Richard Burley, Hull, HU8 0ED
5674300 Matthew Reed, Sutton, BD6 2RT
5630860 Glynn Jones, Stockton, TS19 7SH
PAPERBOY
72480 Colin Muir, Kilmarnock, Scotland
PACLAND
102050 Mark Young, Hemel Hempstead, HP1 2HT
GAUNTLET II
42080 Teresa Reilly, Clayton, Bradford.
AFTERBURNER
69872250 Travis Denton, Headington, OX3 8BW
13047160 Seacey Botteau, Caerwarfon, Gwynedd
FAST FOOD
24010 Justin Patnicroft, Berkeley, GL13 9HG
NEW ZEALAND STORY
68864415 Justin Patnicroft, Berkeley, GL13 9HG
RAINBOW ISLANDS
1169640 Kristian Aspinall, Leyland, PR5 1TX
BATMAN - THE MOVIE
87435700 Jamie McGinnes, Plymouth, PL5 2BL
CHASE HQ
25732495 Travis Denton, Headington, OX3 8BW
12894362 Steven Downey, West Worthing, BN14 7LL
GREEN BERET
110600 Matthew Callis, Lancaster, LA1 3PS
LEGEND OF KAGE
14000 Matthew Callis, Lancaster, LA1 3PS
HYPER SPORTS
103203 Matthew Callis, Lancaster, LA1 3PS
HARD DRIVIN'
229389 Tim Stevens, Derby, DE7 3GA
POWERDRIFT
2963786 Tim Stevens, Derby, DE7 3GA
ADVANCE PINBALL SIMULATOR
51525 John Morton, Sevenoaks, TN14 5LG
FRUIT MACHINE SIM II
£236.20 + 16 tokens Darren James, Arbroath, Scotland.

Picked from the Hi-fire hat and soon to receive £40 worth of software is *Kristian Aspinall* from Leyland for his whizzo score of 1169640 on Rainbow Islands! Hurrah!

★ LIVE CIRCUIT

CRASH for a couple of months and I have only one question to ask you.
In CRASH issue 74, on page 46 there was a preview of *Fruit Machine Simulator 2*, and I would like to know where I could get it from.
Lee Cruse, Newtown SY16 2JL.

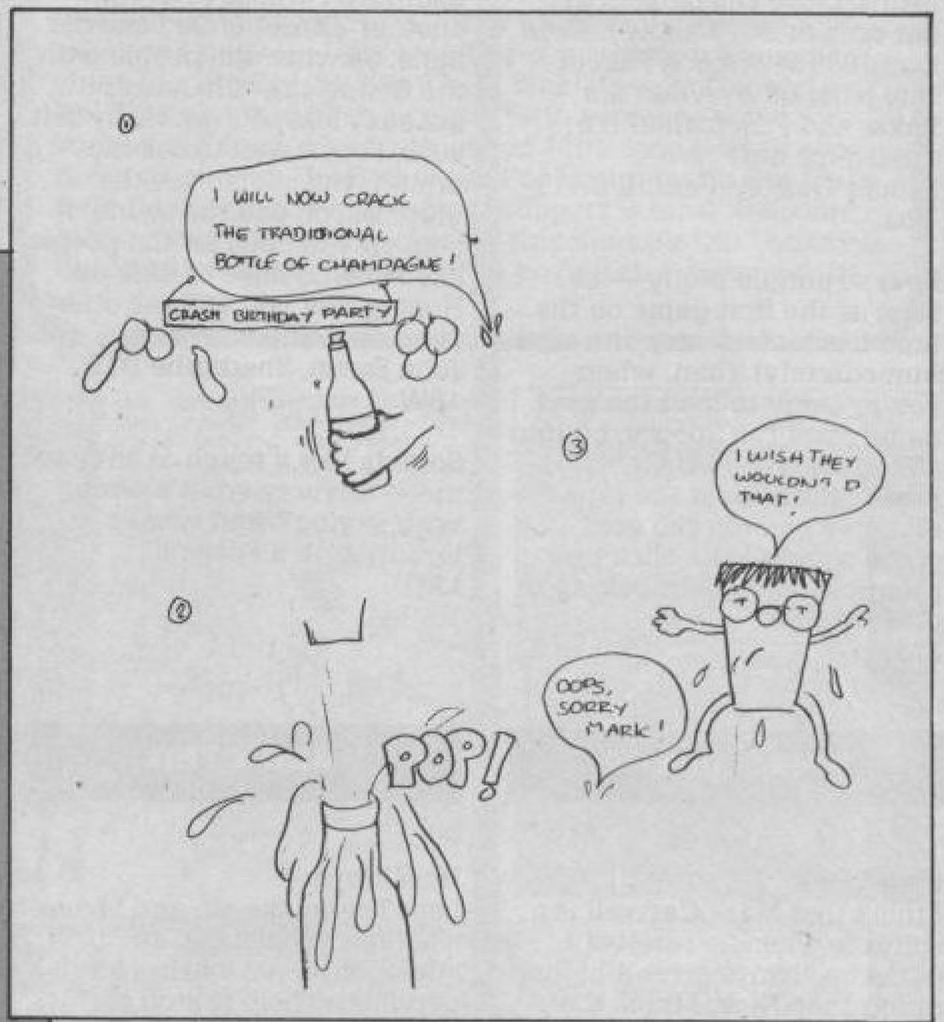
The game is published by CodeMasters (0926 814 132), and you can order it from the CRASH HyperMarket (page 36) for £2.99.
LM

Right, so much for this month! As stated before: no letter of the month this time round, none were controversial enough. Go on, write something we can all argue about sensibly! Are computer games bad for you, does listening to Pink Floyd turn you into a namby pamby, will poll tax affect Spectrum gaming — whatever! Send your missives to me at NEWSFIELD, LM's LIVE CIRCUIT, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Best letter gets £40.

CARTOON CORNER

IT'S THE CORNER WHERE JAPERY ABOUNDS

And indeed the japery is abounding and our fancies are being tickled!!! And inducing smirks this month is **Daniel Roberts** from Solihull who wins £20 worth of software for spotting why **Mark Caswell** is known as **Corky**! Haw! Haw! If you reckon you could make us titter with one of your cartoons send it to: **NEWSFIELD, CARTOON CORNER, CRASH, LUDLOW, SHROPSHIRE SY8 IJW**



Growing with SAM



Grow your Coupé system with SAM. Here's the latest crop of goodies:

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Swansea SA7 9EH
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Fax:0792 791175
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AGENTS GALORE!

● Hot news from Manchester based **Ocean**! **Data East**'s *Secret Agent-Sly Spy* is one of the next coin—op licences about to burst forth. Based on the exploits of a James Bond type agent, we're promised lots of gadget-filled cars, beautiful female companions and dastardly villains.

'Say no to drugs' is the message **William**'s *Narc* coin-op conveys. The creators of legendary *Defender* returned last year with this tale of (one or two) drug busting coppers fight against an evil Mr Big and his henchmen. Summertime sees the release of the computer version: two body-armoured and armed-to-the-teeth players can blast the living daylights out of all and sundry (We can hardly wait). More news when we get it.

PROMISES, PROMISES...

● Whilst we all wait for *The Punisher* from **The Edge**, they proudly announce more big licensing deals they've just grabbed. Based on the current **Yorkshire Television** show, *Yellowthread Street* will follow the lives of the Hong Kong police force. *Asterix the Gaul* is being signed up to join The Edge's line up of classic cartoon characters, and *The A-Team* will, we are assured, be crashing onto a computer near you in the future. Yes, ok guys, but *where* is *The Punisher*?!

TAPS AND WASHERS

● Ever fancied being a plumber? Well, thanks to the kind souls at **Empire**, *PipeMania* is on the way: a puzzle game filled with all sorts of strange pieces of plumbing paraphenalia. Your job is to connect all the pieces of piping together within the time limit, or you will be given your marching orders. The water works should be gushing at you very, very soon... Originally titled *Epoch*, *Betrayal* from Rainbird is well underway. Set for a summer release this is a story of love, politics and intrigue. The game is played if I remember correctly on a chequer board style screen. The aim is to overthrow weak monarchs or bishops and become ruler (and set up your own puppet government). But expect trouble, a strong right arm is needed as well as lightning reactions. *Betrayal* will be priced £14.99/£19.99, not much to ask for your very own country.



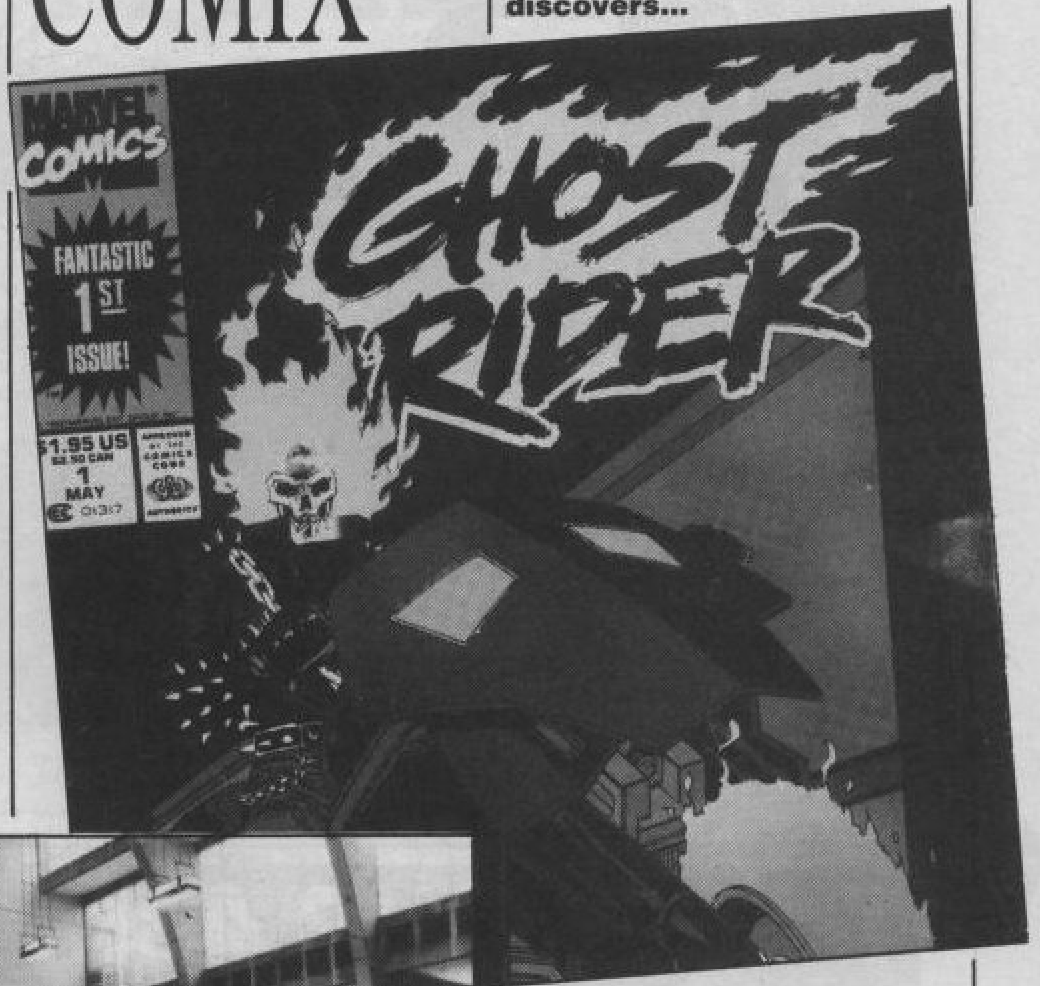
COMPUTERS EVERYWHERE!

● **The All Formats Computer Fair** is happening again — this time on April 28 and 29. It's the best hunting ground for all those software and hardware bargains, and you'll be able to get hands-on experience of the SAM Coupe because **MGT** are creating a whole ruddy Coupe village! So, get your travel stuff organised and get yourself to *The New Hall Of the Royal Horticultural Society, Greycoat and Elverton Streets, Westminster, London*. Doors open at 10.00 am.

★ LIVE CIRCUIT

COMIX

This month's comic rack is full of ghosts and predators as Mark Caswell discovers...



Ghost Rider

Marvel Comics, £1.00, Monthly

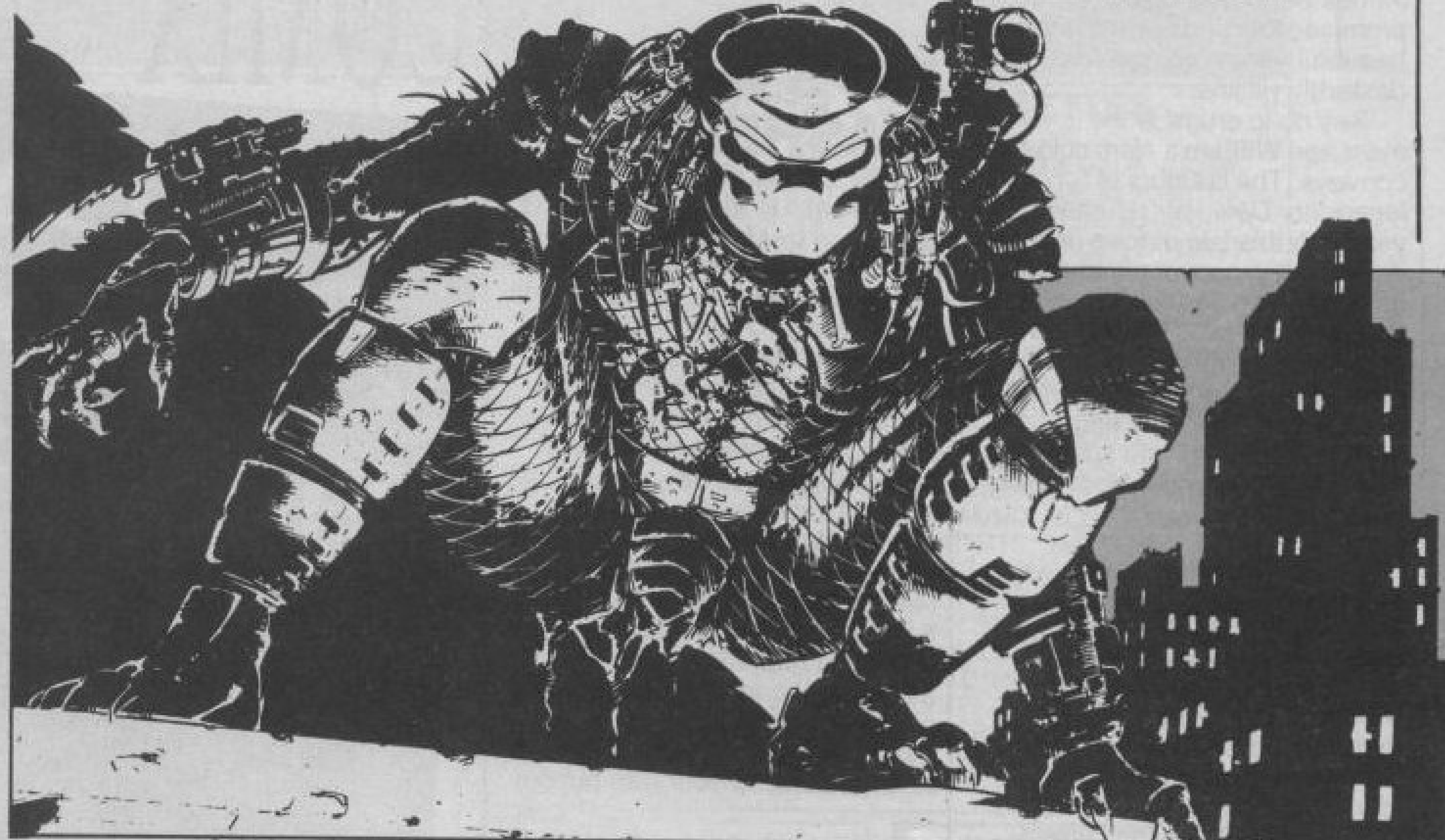
● On a midnight visit to Cypress Hills Cemetery and the gravesite of the Great Houdini, Dan and Barbara Ketch are attacked by a gang of teenagers, then witness a battle for a case containing three cannisters between the minions of the world's two worst crimelords, Death Watch and The

Kingpin (yes Spidey's old enemy) Dan and sis are spotted and Barbara badly wounded, just as an horrific figure screams out of the darkness on a burning motorbike!
Ghost Rider— he wears leather cycling gear, but his face is a burning skull — self styled protector of the innocent. Quickly despatching the villains, he takes Barbara to hospital, while one of the teenage gang picks up the cannisters.
Next morning Dan Ketch cannot remember the night before, until he sees the same kids being attacked again — and becomes Ghost Rider.
Ghost Rider isn't new, but maybe the style's grown up: the content is a little violent for very young readers, but the artwork and storyline are both first rate.

Predator
Dark Horse, £1.00, Monthly

Aaaaagh, the Predator is back. Not the one big Arnie killed in the Colombian jungle, but a few of its friends. It's a hot summer in New York — made even hotter by a spate of mysterious deaths, investigated by Dutch Schaefer's cop brother and partner. He's attacked by a Predator and shoved out of a window. Surviving the fall, he finds the Predator has 'tagged' him with a strange metal object. The cop decides to go to Colombia to find out just what happened to his brother and his squad. Narrowly avoiding another death by Predator, he suddenly discovers he is being tested by the military... but why?

Apparently following the plot of movie Predator II, this US comic is very colourful with lots of gun toting action. Read and wait for the movie...





LIVE CIRCUIT

CLASSIFIEDS

● WANTED

Urgently required Fourth Protocol, Their Finest Hour and any Infogrames games for Spectrum 48K. Tel: 0743 59701 after 6pm or write to 67 Woodfield Road, Copthorne, Shrewsbury, Shropshire SY3 8HX.

I have over £300 worth of games. I want a good printer. If you want to swop then send your reply to: Ben, 167 Fold Croft, Harlow, Essex CM20 1SL (Please write your answers, using your printer).

LIVE CIRCUIT

● FOR SALE

Spectrum 48K/128K games for sale, along with books, mags etc. Prices from 30p to £8.00. Write to Steven House, 1 Union Lane, Penrith, Cumbria CA11 9DU.

Over 300 Spectrum games for sale, worth about £800. Will sell for £300 ono. Games include Captain Blood, Advanced D & D, FD 2 plus lots more. Will sell games separately. For a list write to 25 Carfax Avenue, Tongham, Farnham, Surrey GU10 1BD.

Coin Op. Full size arcade game Dynamite Dux. New. Ideal home amusement or arcade use. Private sale. Offers 021 748 3535.

For sale: Hardly used Multiface 48//128 £30; Hardly used Wafadrive £15; Alphacom 32 printer + paper £15; 12 quality games £10; Excluding P+P. Phone Cardiff 613542 with offers and for games list.

Spectrum +2 Cheetah 125+ joystick £60 ono. Over 100 games including Chase HQ, Taito Coin-Op Hits, Microprose Soccer £100 ono. Combined price £150 ono. Tel: (0684) 561 222.

Spectrum +2, excellent condition, over £200 worth of games. Genius mouse with mat and interface, joystick interface, all leads included. Crash magazines 37-72 with all tapes. All this for £225. Phone 01 660 9701 after 6pm.

Spectrum 128K+2, nearly new, £300 of software, lightpen, two joysticks, mouse, pocket and pad and two programming books. Hardly ever used as husband away a lot. Phone Pauline on (0252) 626142 after 6pm.

Wow! Menu operated Diskease. Catalogues disks and supports full +3DOS commands (move, copy etc.). Available on 3" disk at only £4.99. Please make cheques/POs payable to Mr. A. Rudgley, 99 Auchinyell Road, Aberdeen AB1 7ED (free P+P, database, finance manager).

● PENPALS

Sam Coupe contacts wanted. Also Speccy +2, m/drive, Interface 1, printer plus many extras. Phone offers to Steven on (0928) 569762 or write to 16 Brackley St., Runcorn, Cheshire WA7 1EQ. All in perfect condition.

● USER GROUPS

Spectrum utilities, programming, graphics, info. Get "OUTLET!" (monthly since 1987!) on +3 disk, Disciple/+D, Opus, Microdrive, cassette. Latest issue £2.50 to newcomers! Ron Cavers, 605 Loughborough Road, Birstall, Leicester LE4 4NJ.

● FANZINES

The Adventure Club. If you write, or play adventures, send £6 (£8 +3) for your members pack plus two games to The Adventure Club, 14 Brooks Street, Llandudno, Gwynedd LL30 2TT.

● MISCELLANEOUS

Programming Service (Spectrum range). Programs written to your requirements, games, utilities, adventures, educational, any type of program. Contact R. Johnson, Fantasy Software, 43 Russell Road, Gravesend, Kent DA12 2RT. Tel: (0474) 323247.

Deathdroid, International Elite League and Cell Runner, all available for just £2.99 from Bodgesoft, masters of homegrown strategy software. Cheques etc. payable to Mark Schutz, 24 Alexander Avenue, Enderby, Leicester LE9 5NA. 100% good stuff.

Your last chance to buy "G.P. RIDERS" for all sport fans! Still available: "KNOCKOUT" 1 or 2 player simulated + strategic boxing; "SPI-DROID" - enjoyable 'Spindizzy' clone: £2.99 each inc. 1st class P+P!! Any 2: £4.99; all 3: £6.99! Coming soon: GTi SIMULATOR! V. Vity, (CR76), 11 Willow Gr., Bare, Morecambe, Lancs. LA4 6JJ.

"LASER WAR" - a fast 'n' frantic 1 or 2 player machine code game based on the 'Tron' theme with screen designer. Only £4.99 on Gladius' Gold Blade label! Coming next: FRUIT MACHINE. Soon: SOCCER MANAGER, STAR WARRIORS - 48/128/+3! V. Vity (CR76), 11 Willow Gr., Bare, Morecambe, Lancs. LA4 6JJ.

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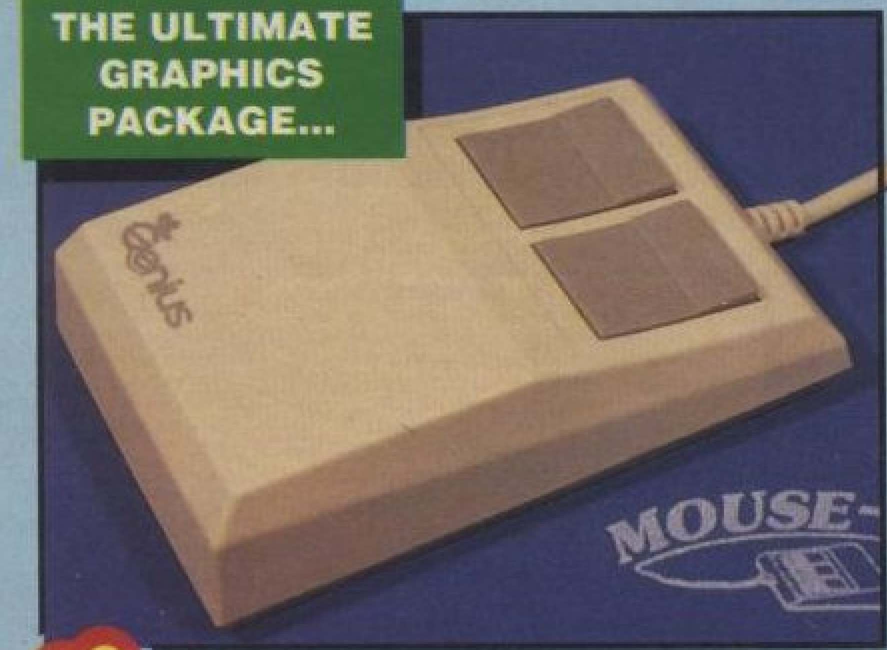
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ABC

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DATEL ELECTRONICS

THE ULTIMATE GRAPHICS PACKAGE...







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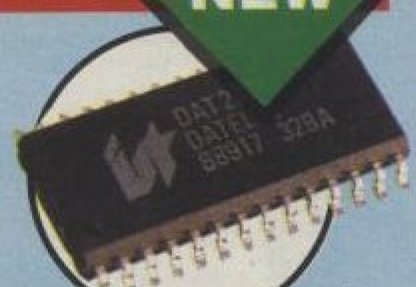


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- The Genius Mouse system even comes with a built-in joystick interface - so there's no need to unplug it when you want to play games.
- Accepts any standard 9 pin joystick including rapid fire models.
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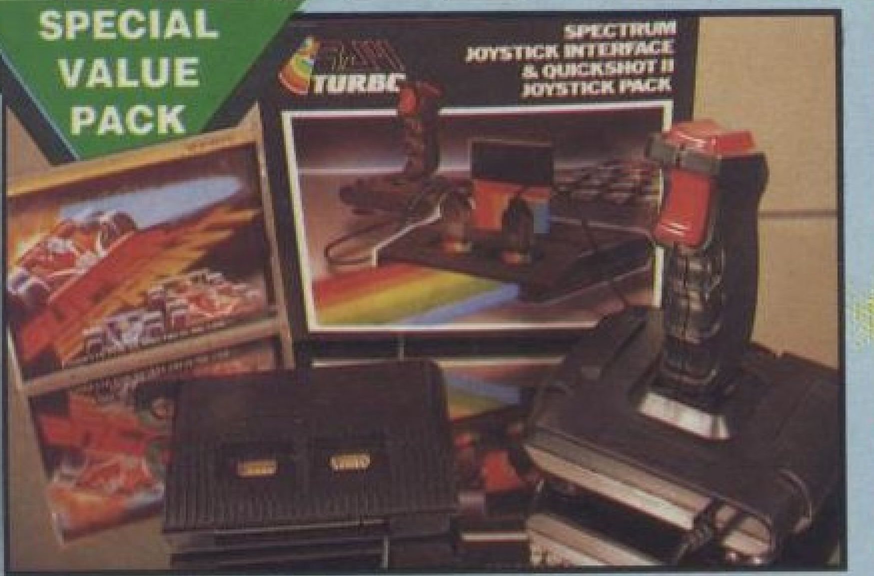
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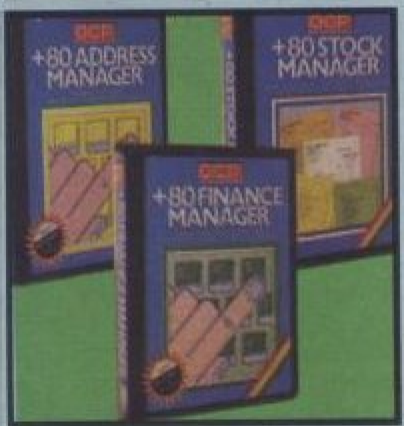
WITH FREE SUPERSPRINT GAME!!

- The Ram Turbo has long been recognised as the best joystick interface ever devised for the Spectrum. The Quickshot II has sold over 15 million world wide!! Put the two together & you have got the best combination possible - add a free copy of 'Supersprint' from Activision & you can't get a better deal!!
- The Ram Turbo is a dual port interface supporting all formats - Kempston, Cursor & Interface II.
- Throughport allows for other add-ons.
- Builtin reset switch & power protector.
- Allows simultaneous two player option for dual games (inc. free Supersprint).
- Works with any standard 9 pin joystick including auto fire types.
- The Quickshot II is a superbly styled joystick with trigger & top fire buttons for ease of use.
- Four suction cups on the base facilitate one hand operation.

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OCP MICRO MANAGERS

ADDRESS MANAGER

- Store up to 350 names, addresses & phone numbers.
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FINANCE MANAGER

- A superb yet simple program that allows you to keep your finances in order.
- From household to small business this is your answer.

STOCK MANAGER

- Ideal for the small business - up to 600 lines.
- Produce invoices, sales totals, pricelists, etc. easily with this simple to use program - stock management has never been so easy!

ALL THREE ONLY £14.99 (All Microdrive compatible)



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- Add a whole range of powerful new commands to the existing Spectrum Basic.
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- A real must for the programming beginner.

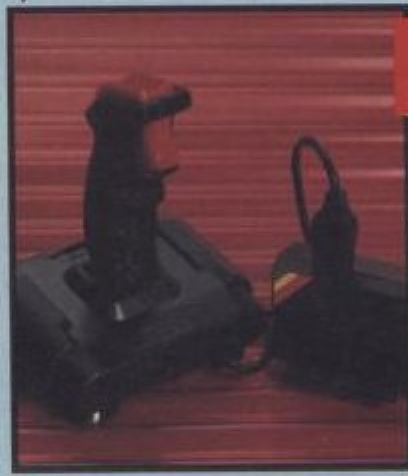
EDITOR ASSEMBLER

- If you are writing Machine Code or just exploring your Spectrum then this is for you.
- Full Z80 instruction set supporter.
- Too many features to list.

MACHINE CODE TESTER

- The ultimate professional tutor/de-bugger
- This program was written to help the beginner to explore the world of machine code programming.
- Sits in memory alongside the editor assembler program.

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- Accepts any 9 pin type joystick, including rapid fire models.

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- Full compatibility with Kempston & cursor.
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- Allows two player simultaneous control.

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- Allows you to connect a cassette recorder to your +3.

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+3 PRINTER PORT LEAD

- Conect a Centronics printer to your +3 or +2A.

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- Allows standard 9 pin joysticks (Quickshots etc.) to be connected to your +2 & +3 computers.

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56 WAY EXTENSION

- Allows you to distance peripherals from your computer. 6" long.

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- Allows peripherals to be connected together (memory conflicts allowing).

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RAMPRINT™

THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR...NO SOFTWARE TAPES TO LOAD!!

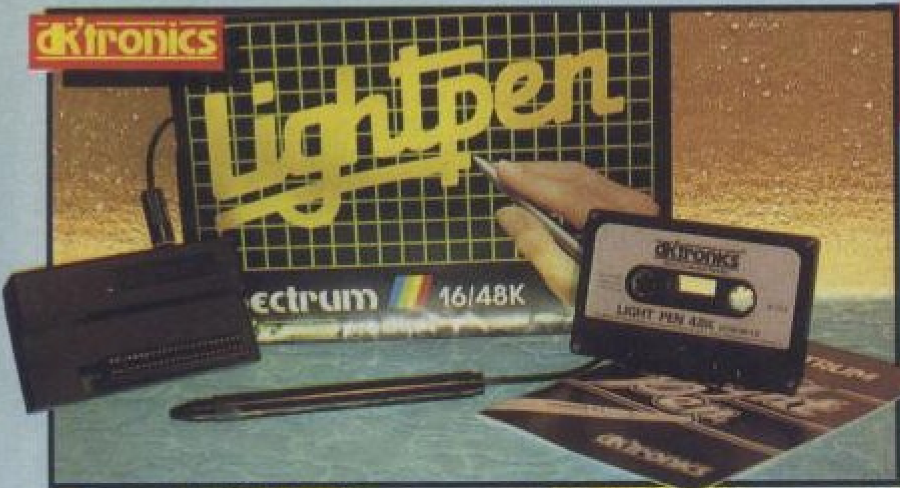
- Works with most any fullsize Centronics printer.
- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.

PLUS A SUPERB WORD PROCESSOR...

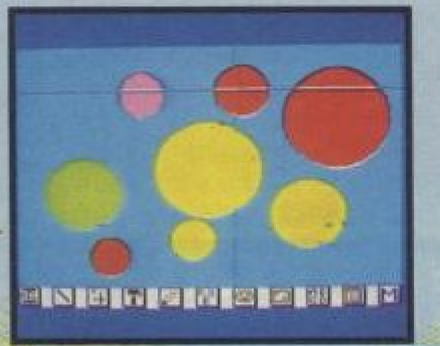
- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- Full range of wordprocessor commands without the need to load anything.

ONLY £34.99 NO MORE TO BUY!!

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LIGHTWRITER™



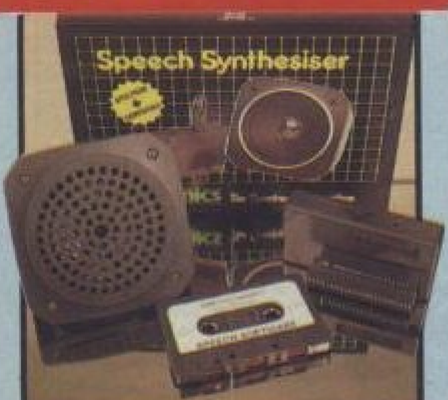


- Very easy to use - all functions are selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface & lightpen unit complete with software (cassette).
- Save/Load screen images that you have created with your Lightpen.
- Complete with full instructions on it's installation and use.
- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system.
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

JUST PLUG IN & DRAW CIRCLES, RECTANGLES, SQUARES & FREEHAND DRAWINGS.

COMPLETE SYSTEM
LIGHTPEN/INTERFACE/SOFTWARE
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- Very easy to use, comes complete with comprehensive instructions.
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- Create words & sentences easily.
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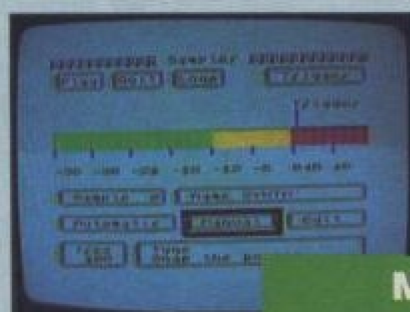
- Now you can connect most full size parallel printers to your Spectrum.
- Fully relocatable controlling software (cassette).
- Interfaces with most software using the printer channel e.g. Tasword, Devpac, etc.
- LList, LLprint supported, HiRes screen dump (Epson).
- Comes complete with printer cable - no more to buy.

ONLY £19.99

THE ULTIMATE MIDI PACKAGE...



RAM music machine





MIDI COMPATIBLE

THE RAM MUSIC MACHINE IS PROBABLY THE MOST EXCITING MUSIC ADD-ON AVAILABLE FOR ANY COMPUTER.

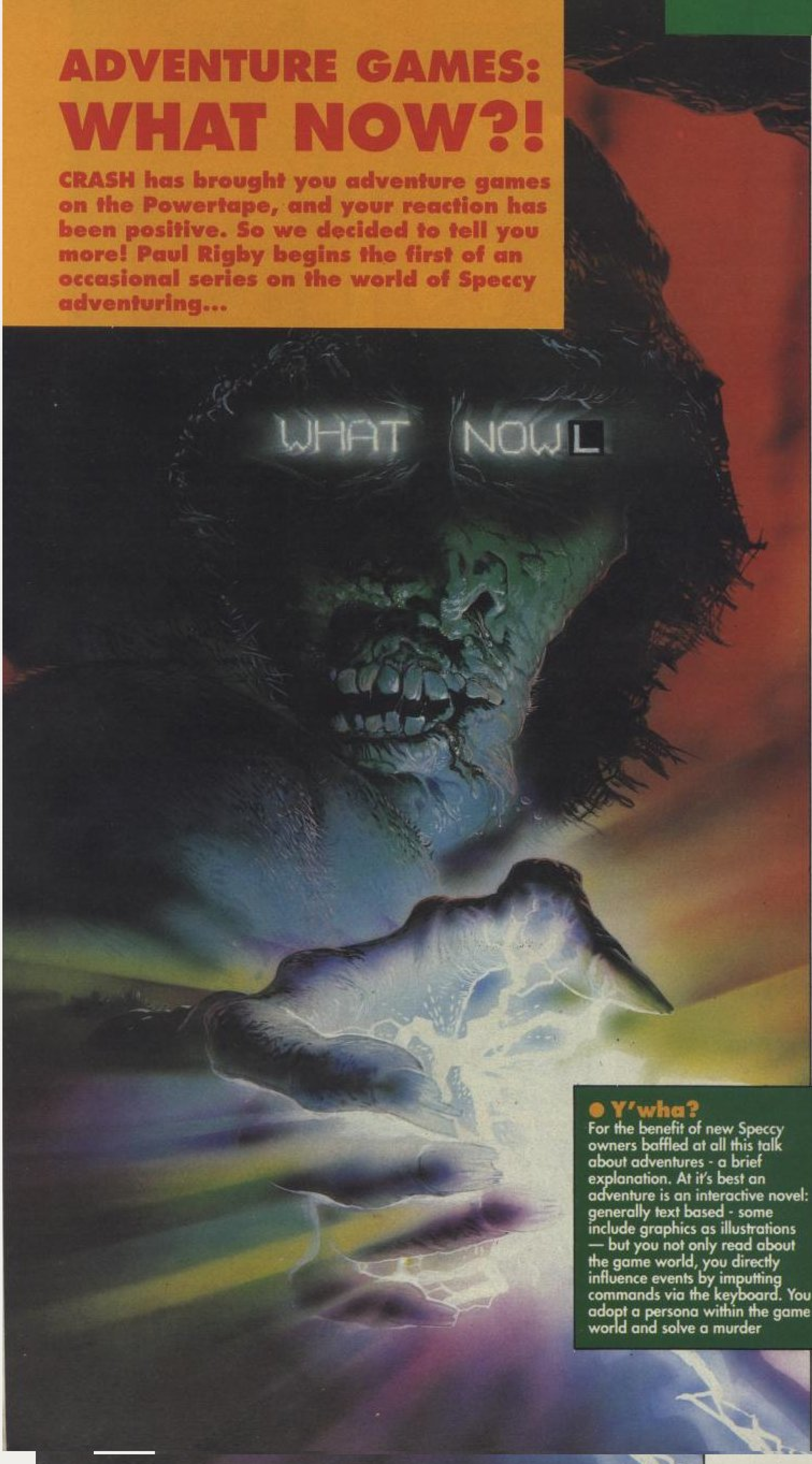
- It's a full sound sampling system allowing any sound to be recorded digitally into computer RAM. Once stored the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creation on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
- Output through your Hi-Fi or Headphones. Comes complete with Microphone.
- Use a full size MIDI keyboard to play the Music Machine.
- Sounds produced by the Music Machine can be mixed with a MIDI Synthesiser's own sounds.
- On screen Sound Editor can produce MIDI data from your own compositions.
- Various sampled sounds are provided in order to get you going.
- No other product can offer so much in one unit - it's the TOTAL SOLUTION!!

ONLY £49.99

FOR THE BEST MUSIC ADD-ON AVAILABLE FOR THE SPECTRUM

ADVENTURE GAMES: WHAT NOW?!

CRASH has brought you adventure games on the Powertape, and your reaction has been positive. So we decided to tell you more! Paul Rigby begins the first of an occasional series on the world of Speccy adventuring...



● WHERE THE HEART IS

Adventuring on the Speccy has gone through a tremendous change since the days of the 16K blockbusters of the early 80s. Then we saw the domination of the big software houses producing such works as *The Hobbit*, *Valkyrie 17* and *Terrormolinos* (remember that?). Excitement grew when **Gilsoft** released the first of their best-selling adventure utilities, *The Quill*. **Incentive**'s *Graphic Adventure Creator*, and **Gilsoft**'s *Quill* successor, *The Professional Adventure Writer*, followed along with a batch of less successful programs. The enthusiasts' wish to create their own masterpiece was satisfied, and the market was flooded with homegrown adventures of a quality which has improved with time.

At the same time however, most software houses concluded that adventures don't sell anymore: RPGs are the "fashion" nowadays, and 16-bit at that. Which is why you're not likely to see any new Spectrum adventures at your local computer shop, even on budget labels. The home, or heart, of Spectrum adventuring, therefore, lies in the vivid imaginations of the adventure enthusiast.

Are we to throw the towel in? Is this the end — when all we have left are 'ordinary' Spectrum enthusiasts who produce adventures, from their own homes, in their spare time?

Actually, the opposite is the case. Only a handful of exceptional adventures on the Spectrum were from big software houses. Major features associated with adventures produced by the big boys are bugs and poor design. **Melbourne House** had a hat full of bugs in *The Hobbit*, *Lord of the Rings* and *Sherlock*, **Level 9** had a batch in *Gnome Ranger* and *Claws of Despair* from **Players** was a joke.

The fact is, if you're after an enjoyable adventure that gives logical problems, atmosphere, a high degree of innovation and, very importantly, value for money you need to look no further than the independently produced,

● Y'wha?

For the benefit of new Speccy owners baffled at all this talk about adventures - a brief explanation. At it's best an adventure is an interactive novel: generally text based - some include graphics as illustrations — but you not only read about the game world, you directly influence events by imputting commands via the keyboard. You adopt a persona within the game world and solve a murder mystery, defeat an evil wizard, prevent an alien invasion, etc, etc! Gameplay is set at your own pace and the 'puzzles' (eg; how do I get across that moat, into the castle? Hmm, maybe this plank will come in handy) will tax the brain cells - no call for cat-like reflexes here.

If we've whetted your appetite for the strange world of adventures write in and demand to know more - we can but serve!

homegrown adventure.

This feature will tell you a little more about these privately produced games, who produces them, where to get them from, how to find more information on them and, if you're inclined, a few pointers on producing your own work of art.

● STRANDED?

Hang on a tic. If you can't buy new Speccy adventures in the shops anymore where do you find them? Time to turn to magazines! There are three privately produced, A5 size, magazines that cater for all possible adventuring tastes.

Adventure Probe has achieved near legendary status. Edited by elegant and enchanting **Mandy Rodrigues**, Probe sports a weighty 47 pages and includes regular reviews, features, hints & tips, the odd solution, letters and, most importantly, adverts for all of those adventures I was talking about. Probe is informative and the readers are a friendly and helpful lot. It costs £1.50 per issue (in UK). Interested? Contact **Mandy Rodrigues, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2BN.**

Spellbreaker!, edited by **Mike Brailsford** (ably assisted by dad **John**), complements **Adventure Probe** perfectly, with most of its 39 pages full of hints, tips and solutions with a few letters and lots of adverts. No reviews are included by mutual agreement with Probe. Unreservedly recommended for a meagre £1.50 per issue from **Spellbreaker!, 19 Napier Place, South Parks, Glenrothes, Fife, KY6 1DX.**

Adventure Coder, edited by charismatic **Chris** "Where's my Walkman?" **Hester**, is an excellent dedicated mag for adventure authors. My most recent issue is 43 pages and includes sections on PAW, GAC, ADLAN, a beginner's guide to adventure writing and lots of other stuff. The whole mag is very readable and humorous, nee rhythmic.

For a sample issue send £1.00 to **Chris Hester, 3 West Lane, Baildon, Nr Shipley, West Yorks., BD17 5HD.**

All of the above publications accept 12 month subscriptions (just multiply the single issue price by 12). However, please do not send hard cash with your order: only cheques, postal orders or the value in stamps will be accepted.

● BOOK REVIEW

COMPUTER ADVENTURES - THE SECRET ART

Gil Williamson

£7.95 ■ Available in book stores or contact Amazon Systems, Merlewood, Lodge Hill Rd, Farnham, Surrey GU10 3RD. Include £1.50 P&P. Tel: 0252 716669

I've been looking for a book like this for some time. In fact author **Gil Williamson** said he has too - that's why he sat down and wrote it!

After an introduction, Gil asks how you want to present your game. Text or graphics? Then the book delves into how to obtain your ideas, after which a number of plot elements are discussed such as puzzles, weapons, apparel, mazes and so on. Then he discusses characters, their actions, etc, followed by a chapter on developing and testing your game. He emphasises your adventure must: move forward to remain interesting, do this by giving rewards, but keep the excitement of the game world by introducing anticipation — knowing something exciting is going to happen before it does adds greatly to the player's enjoyment. A game full of surprises will make the player expect such happenings which, therefore, defeats the object.

Style of images, text and sound are debated and various game systems compared. A chapter on how to publish your game talks about copy-protection (without the expense), publishing your own work, going to an outside publisher and utilising cheat protection. After a more detailed look at the components that form an adventure, Gil gives a sample transcript of one of his own, produced with an American shareware adventure creation utility called **AGT (Adventure Game Toolkit)**.

Appendices include lots of useful reference material such as a list of utilities and a bibliography. There's a handy index at the back, too.

All in all, a well presented and very readable book (128 pages, 11 chapters)packed with good advice that can be thoroughly recommended to any adventure author or anyone else who is thinking about creating their own adventure game or who has a general interest in adventure games.

● LARRY'S GAME

Larry Horsfield is the man behind **FSF Adventures**. So far, releases have been *Magnetic Moon* and *Starship Quest*, both three-part adventures for the 48K and 128K, with the latter versions expanded and enhanced to take advantage of the extra memory.

You could say Larry's a typical independent adventure author. He produces his adventures from home, during his spare time, not to make millions from the sales of his games (no adventure authors hold such delusions) but for the sheer pleasure of creation. The first adventure he ever played was *Sphinx*, which came free with the **Electron**.

"...a good adventure, but it didn't have a save routine! I spent months on it!"

But why become an adventure author?

"I bought a copy of *The Quill*, which became available for the Electron. I read an awful lot of science fiction and fantasy and thought some of the stories would make a good adventure. *Magnetic Moon* is based on a story called *Sargasso of Space* by **Andre Norton**. Another of her stories, *Galactic Derelict*, formed the basis of *Starship Quest*. I did *Magnetic Moon* purely for fun, I'd no intention of selling it. Then **Harry Bastion** formed his Electron **"Elk Adventure Club"** and wanted to give a free game away with a subscription. So I said that I'd redo *Magnetic Moon* for him. Then I had ideas of a follow-up and wrote *Starship Quest*. Both adventures were then converted and re-written, using the *PAW*, to the Spectrum."

An awful lot of budding adventure authors have great apprehension towards any sort of programming. However, adventure utilities lend themselves to beginners, as they are quite "user-friendly", to coin a phrase. However, Larry advises to go for the best, right at the outset. Which as far as the Speccy is concerned, is **Gilsoft**'s *PAW*. One reason for this is, "...if someone gave me *GAC*, I wouldn't know where to start. You find if you're used to one utility it's very difficult to get to grips with another."

I asked Larry if he could give any general rules and advice to anyone considering writing an adventure.

"Start simple. Begin with the basics then, later, try something a bit more difficult and build on that. What froze a lot of people from using *PAW* is the tutorial manual. It tries to cover too much. Also, stay away from graphics. On a 48K Spectrum, they're just a waste of memory. When you've written the game get other people to playtest it, at least two others.Because different people will try to solve the same adventure in different ways."

On the subject of planning. Larry doesn't think anyone can plan an adventure from start to finish. Generally, yes, but not exactly. For the simple reason that you're really not sure how much memory you will use.

"I always find that I run out of memory because the ideas I've got are too big for the database. Which is why *Magnetic Moon* is three parts and the forthcoming *Axe of Kolt* four! Then you'll find that you're changing puzzles, messages, etc."

He also recommends you carry a notebook around with you in case inspiration strikes! Books and films are a good source for puzzles. One area in *Axe of Kolt* is inspired by *Indiana Jones and the Temple of Doom*, for example.

I've played *Magnetic Moon* and *Starship Quest* and can recommend both, £2.50 each or £4.50 for the twinpack (state 48K or 128K). Ask about the new *Axe of Kolt*, which carries a £50.00 prize with it. Contact **FSF Adventures, 40 Harvey Gardens, Charlton, London, SE7 8AJ.**



WHAT THE JIGGINS ARE ALL THESE PEOPLE DOING?!



They're all working at the MGT office, busily making more SAM Coupés — it's the computer sensation they're shipping to the nation! Indeed. Lets take a closer look (Cor! This is just like Wildlife On One! —Ed).

■ (Adopts soft *Jackanory* story-telling voice) 'Hullo everyone. I'm **Alan Miles**, one of **MGT**'s directors. I'm practising for the *How Many Coupés Can You Lift At Once?* competition — I've got four in this box! And the jumper? Oh, I'm just wearing that for a bet. Ho hum.



■ Look — some people are actually working! These clever ladies are putting a disk-drive together. Better than DOSsing around. DOSing?! Haw Haw!

COULD YOU WIN A SAM SOFTWARE AWARD?!

MGT have announced a national compo to search for the best game to be written on the **SAM Coupe** — with a top prize of **£15,000!!**

The SAM Software Awards have been created to find a wealth of new software for the Coupe, and MGT are looking for a game which makes best use of the SAM Coupe's capabilities and is likely to have the biggest commercial impact.

The closing date is November 30 and you can get full details of the compo by sending a stamped addressed envelope to **MGT plc, Century Park, Valley Way, Swansea SA5 8QP.**

LLOYD MANGRAM'S SAM COUPÉ FORUM

It turns out I'm not getting any extra money for this son-of-forum column. So don't expect much (Oi! —Ed). Witty and intelligent replies everytime! Just write a letter about your SAM Coupé and the tricks and treats it gets up to and send them to: NEWSFIELD, LLOYD'S SAM FORUM, CRASH, LUDLOW, SHROPSHIRE SY81JW!

■ I was one of the first people to get a SAM COUPÉ, then had to wait over a month for the DOS for the disk drive. I think it's a great machine with potential to be a major competitor in the home computer market.
One way to help its succees is for loads of people to support it. Now is the time to get a plug in (Kerrrlunk! — Ed). I run a monthly fanzine which has been running since January called TURBO. It's devoted to the SAM Coupé and has its own software library where subscribers can get original SAM software at low costs, as we are not profit making.
The magazine includes interviews with people like **Tartan**, **Zenobi**, and **MGT** themselves. We had an in-depth interview with **Bruce Gordon** in issue three. There's a section for adventures, news, serious software, previews, reviews, and a letters page. Although we can't have colour and high production qualities like what **CRASH** achieves, you're still guaranteed a good read. If you want more info then send an SAE to: **Turbo, 8 Healey, Lakeside, Tamworth, B77 2RF.**
Adrian Betts, Tamworth B77 2RF

Good news! A Public Domain library is a great way to start a user club that gives value to everyone. More power to your programming power.
LM

■ I've been dabbling about with **Spectrums** for six years now and was beginning to find them a bit limited with cheapo colour and all that. So when **MGT** announced their **Sam Coupé** I was a bit chuffed to say the least, as I'd been considering an **ST** for quite a while (and at their price I would have been considering for a few years to come). So I sold my dear old Speccy and ordered a Coupé.
When it arrived I discovered I could not only program in machine code on it but in BASIC too, since **ZX BASIC** is almost exactly the same as **SAM BASIC**, and on top of that it had windows, scrolling, masking and all the comments you never wanted off the **BBC**. I eventually thought to load up the demo tape and was pretty impressed with its graphics and the sound was pretty neat too. With this sort of power I've been able to write 3D games in BASIC, though I must admit to getting a bit cheesed off about the bugs in the **ROM**, about which I wrote to MGT and received a letter dated 5th january telling me they would be creating a new ROM and that they would contact me when it was available. I suspect that new Coupés will contain this ROM. I must say, MGT have been very helpful to me, and there's no chance **Amstrad** offering the sort of service. (Congratulations MGT).
Nice to see you've gone Coupé compatible. Does this mean Powertapes in future will include Coupé specific games, or just Coupé compatible? Also, I'm sure you get plenty of people writing in asking for programming pages, so one more can't hurt can it?
P Hackett, Nelson, BB9 0LP.

If you've written a program for the SAM why not send it here — we'd love to take a look and maybe share it with other users. The Coupé Compatible flash on the cover is actually a swish way of saying 'There's stuff in this mag about the SAM Coupé'. However we are trying to make all cover games compatible and will be advising you in the reviews which games are compatible.
LM

■ We would like to bring to your attentiom the opening of a new **SAM Coupé User Group** and **PD** library. As this is a New Machine (of enormous potential) there is very little software for the PD market around for it. We would be very grateful if you could appeal to your readers for suitable software, particularly demos on sound (not BEEP progs please!) and an interupt scroller. Users can join the group by sending a SAE for details.
Duncan Stewart, C Duggan, 10 Ricardo Rd, Old Windsor, Berks SL4 2NU.

Maybe you should join forces with Adrian Betts **and create a complete user club! Whatever happens — best of luck!**
LM

■ I am writing to you because I'm celebrating a birthday. Whose birthday? **SAM**'s of course! Exactly a month ago, I spent £170 on a new machine. I was so eager to get my hands on it the shop hadn't even unpacked them, when I arrived. And what's my reaction to the **Sam Coupé?** Wow! Amazing! Basically it's got all the best features of the 16 bit machines great graphics and sound, decent interfaces....etc: combined with a low initial price and an easy and sophisticated BASIC. Added to this, I can use most of my existing software.
Not all my old **Speccy** games work: but who cares?! If I'd wanted to play **Spectrum** games all the time, I wouldn't have bought a **Coupé**.
Recently, I've been comparing my **Coupé** with friend's **STs** and **Amigas**. OK, so the **ST** may have slightly better graphics, and the **Amiga**'s sound is a bit better: but who'd want to have to pay £25 for a game? And have you ever tried doing anything other than loading a game on these machines? I tell you: It's a nightmare!
So sucks to those snobby 16 bitters. The **Sam Coupé**'s a pleasure to use and a pleasure to own. There's a great future ahead for it - so join in the celebration!
Juan Potts, Nottingham NG7 1SF.

Party? Who mentioned party?!
LM



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Nick's PLAYING TIPS

My god, Mark Kendrick (arty person) has just bought me a drink! A first I think dear reader. I can't afford to buy myself any these days - 10p for a cup of coffee, daylight robbery! Hey, remember Fused. That ultra groovy synth-pop band who happen to have me as their manager/personal assistant (nothing like the best). They've just completed their first tour. It started in sunny Craven Arms, moved on to support 808 State in Telford, then back to the Bull Hotel in Ludlow, the favourite watering hole for local 'trendies' playing to a total of around 1000 people! Pretty good eh? Look out for this 'up and coming' pop duo in your local place of rave — cover of *Smash Hits* next week?
There's quite a map explosion this month. *Karyssia, Rainbow Islands - Insect Island, Little Puff in Dragon Land* all been mapped. Plus the usual splattering of crucial tips for all the new releases, and some of the older ones too.
Don't forget you can catch up on the POKEing scene by loading up Pokemania on the cover cassette, your Speccy is not complete without a copy.

POKEMANIA PERFECTION

Another edition of pokemania **bursting with goodness from** Graham '*TURBO*' Mason. **I bet you're wondering what goodies he's got in store for you this month! Well, take a look at this basket full of goodies...**

Rainbow Islands
Paperboy
Arcade Fruit Machine
Mountain Bike Simulator
Italian Supercar

To control this masterpiece of Spectrum programming use the following keys: Q-Up, A-Down and SPACE-Select. If the name of the game has a * after it then this POKE is 48K/128K compatible. If there is no * then it is 48K only, OK?

For those of you who haven't used POKEs before, what you do is load up the Pokemania program, select the POKE you want, the screen should tell you to start the tape, so put in the original game tape and start it from the beginning. When the game loads the POKE will take effect and you can play the game as normal.

IT'S DJ NICKO'S MEGA TIP GUIDE TO...

RAINBOW ISLANDS

Here are some cheats, tips and maps for that cute, colourful game, *Rainbow Islands*. **The cheats and tips are from** Elton Bird **of Bracknell and the map of Insect Island is from** The Colourful People. **If you haven't got a copy of this game yet, what's stopping you? It's simply brilliant!**

Cheats
One: If you want to get through the early levels quickly, hold down left or right and jump, then tap at the rainbow fire button when you reach the edge of the screen; repeat this with the opposite direction pressed.
Two: At the top of each level, fire loads of rainbows and destroy them, this will boost your score.

Magic Objects
Yellow Potion: Makes your rainbows fire faster.
Red Potion: Increases the number of rainbows fired with a key press, three is the maximum.
Red Shoe: Makes you run, jump and fall faster.
Yellow Star: Low power smart bomb.
Red Star: High power smart bomb.

Normal Objects
Diamonds: Collect them for BIG points.
Yellow Flower: 40 points.
White Flower: 50 points.
Lemons: 50 points.
Leaves: 60 points.
Blue Cocktails: Mega points.
Red Cake: 100 points.
Garlic: 10 points.
Crowns: 100 points.
Necklace: BIG points.
End of Level Objects: 500 points.

RAINBOW ISLAND 1 - Insect Island

Insects
Caterpillars: Go left and right for a while then home in on you. Quite easy to kill.
Fly: Just fly left and right. Get level with them and fire to kill them.
Lady Birds: Kill them before they reach the bottom of the screen or they home in on you.
Spiders: Fast moving little buggers these, kill them quickly or they home in on you.

Round 1: Go as fast as you can, remembering to collect all the magic and high scoring objects.
Round 2: Be a little more careful on this round as it is the first level that features fly generators. Kill them for a high scoring or magic object.
Round 3: Collect all stars, diamonds, fly generators and magic objects. There are tons of these things on this round. By the end of the round your score should be well over 65,000. Kill ladybirds quickly.
Round 4: Kill all spiders as quickly as you can, or you may lose a life. As usual, collect all magic and high scoring objects.
The Big Baddy! - Giant Spider
Stand just right of the lowest platform on the left. If you stay there, he should just bounce either side of you. Then shoot at

CHEAT MODE MOTEL

X-OUT
In the shop, choose the lowest rated ship and put it on the grid. Then select the single shot and put it in the shop keeper's mouth. Now look at your money! This also lets the basic ship carry as much as the top ship.
(Elton Bird)

STREET HASSLE
When the game's loaded, start playing and press the 'L' key, you'll now be asked if you want to skip levels. Press 'Y' and you go straight to level six. Good eh?
(Steven Haigh)

NIGHTMARE RALLY
Load the game, then redefine the keys to: O-left, P-right, Q-accelerate, SPACE-brake, H-hold. Start the game, and when the car appears on screen press O, P, Q, A and SPACE down at the same time and the car will automatically go at full speed through the level. Press H to halt — and watch what happens!
(Nigel Mansel — ?)

RAINBOW ISLANDS
When you get to the top of a level, quickly move to top left or right of screen by using rainbows. When you can go no further, keep jumping so you're invisible, your score should go up!
(Richard Robinson)

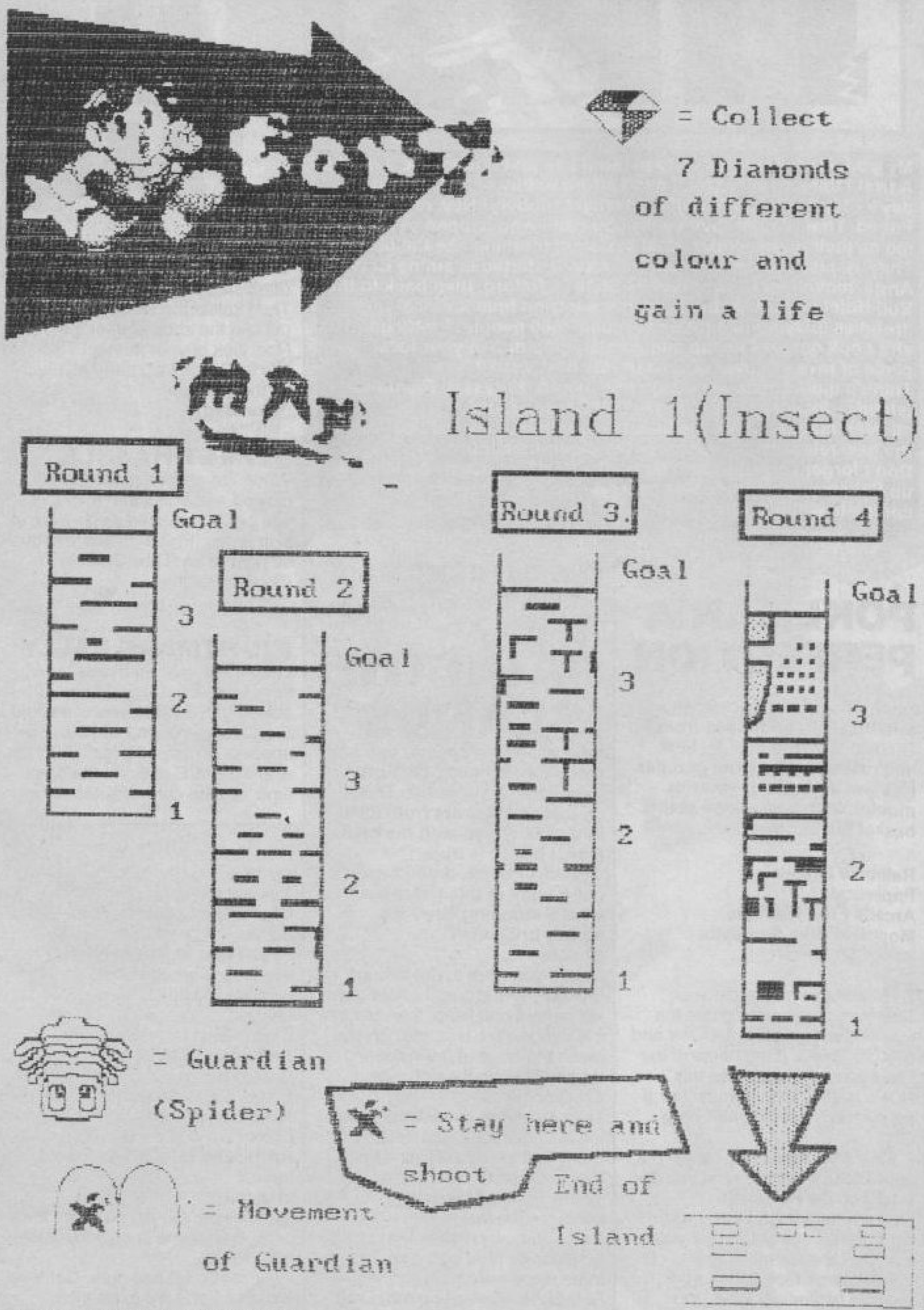
FOOTBALLER OF THE YEAR 2
Load the game as usual and on the main menu, select the double or nothing icon (the one with the question mark). Then type 'Y' and then '500' and press ENTER. You will see the question with the timer at the bottom of the screen. Press 'P' to pause the timer, giving yourself endless time to get the answer.
(Gary Rutledge)

him when he's either side of you.

RAINBOW ISLAND 2 - Combat Island
Artillery
Trucks: Move along platforms and fall off the edge, onto the next one. Always move in your direction.
Tanks: Move left and right on the platforms, firing at you.
Cannons: Move left and right and fire bombs.
Planes: Fly left and right and drop bombs on your head.
Helicopters: Just fly left and right.
Round 5: Look out for kamikaze trucks and tank fire. Use cheat one if you want - it's easier. Go as quickly as possible.
Round 6: Keep a sharp eye out for cannon, as they're usually quite hard to spot. Kill all baddies as quickly as possible.
Round 7: Be careful not to be hit by bombs dropped by planes. Use cheat one for most of the level.
Round 8: Go carefully and slowly, or you may not make it. Shoot all planes and helicopters. Collect all high scoring objects, but don't bother about low scoring ones, they're a waste of time.
The Big Baddy! - Giant Copter
Fire lots of rainbows, and when he's on the edge of them, destroy them. This will take away big chunks of his energy. Keep repeating this until he pops his clogs!

RAINBOW ISLAND 3 - Monster Island
Monsters
Small Flying Monsters: Kill them before they turn into...
Big Flying Monsters: Fly about firing lightning at you. Just blast 'em!
Bouncing Monsters: Bounce in your direction, make sure they don't jump on top of you.
Robot Monsters: Walk backwards and forwards and fire at you. Shoot them quickly but don't rush.
Round 9: Kill small flying monsters quickly or suffer the consequences. Go quite slowly and kill as many monsters as you can. For all of the monsters you will need at least double rainbows, and fire them fast.
Round 10: Not much difference to round nine. You can take this level a bit faster though.
Round 11: Try not to make stupid mistakes. Kill all of the bouncing monsters quickly. This round is quite hard, but if you can get through rounds nine and ten you should make it.
Round 12: This is as far as I got (awww - Nick). There are loads of shooting monsters on this level and it is very hard!

RAINBOW ISLANDS



Anybody fancy finishing off the tips for the rest of the game? Send them in and you could get the £40 software prize!

LITTLE PUFF IN DRAGON LAND

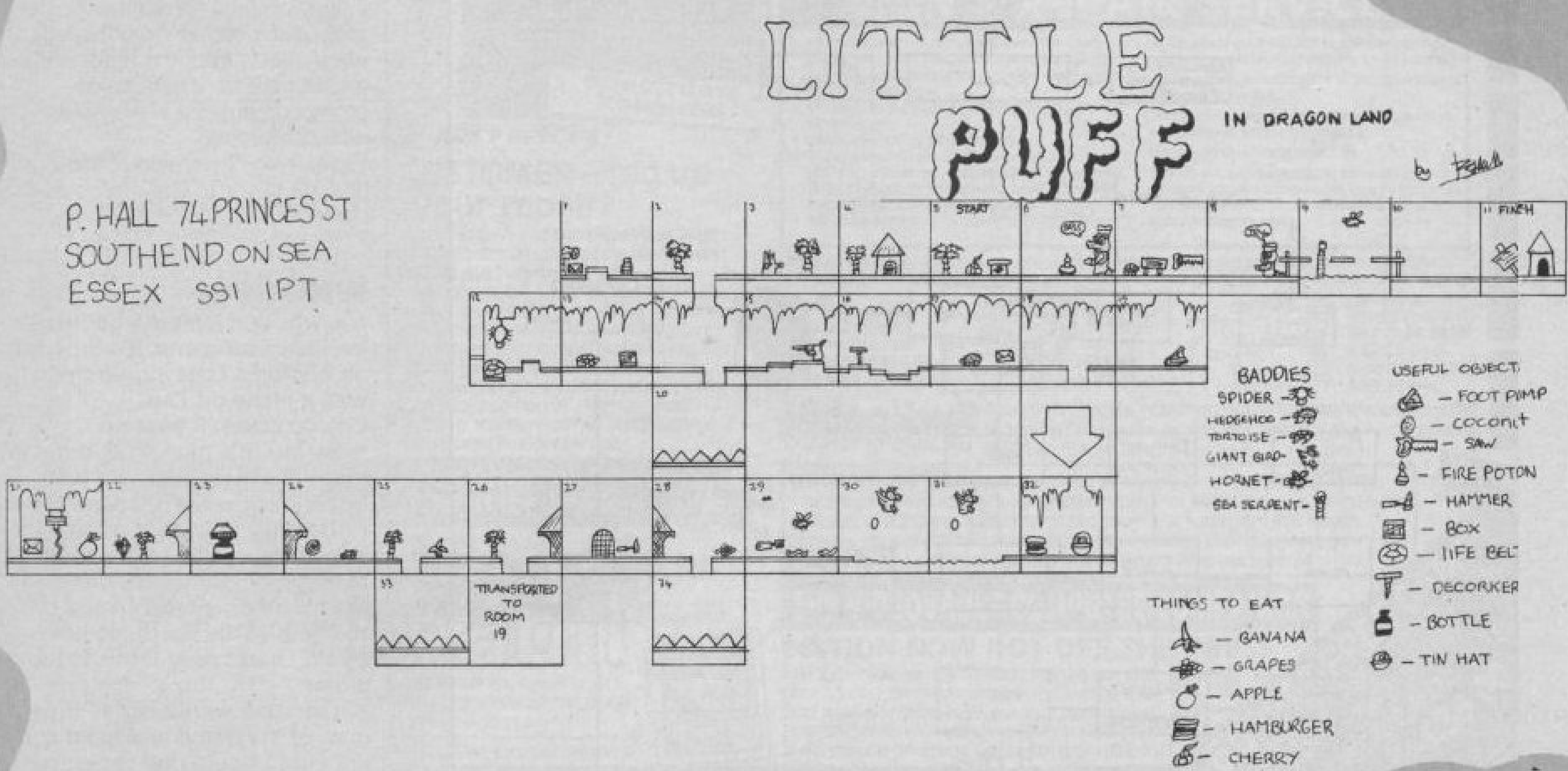
I've never even heard of this game, but according to P. Hall **of Southend-On-Sea it's really popular, and a great game too! (It's from** CodeMasters **and you're reviewing it next month, matey —Ed). Here is the solution and a brilliant map.**

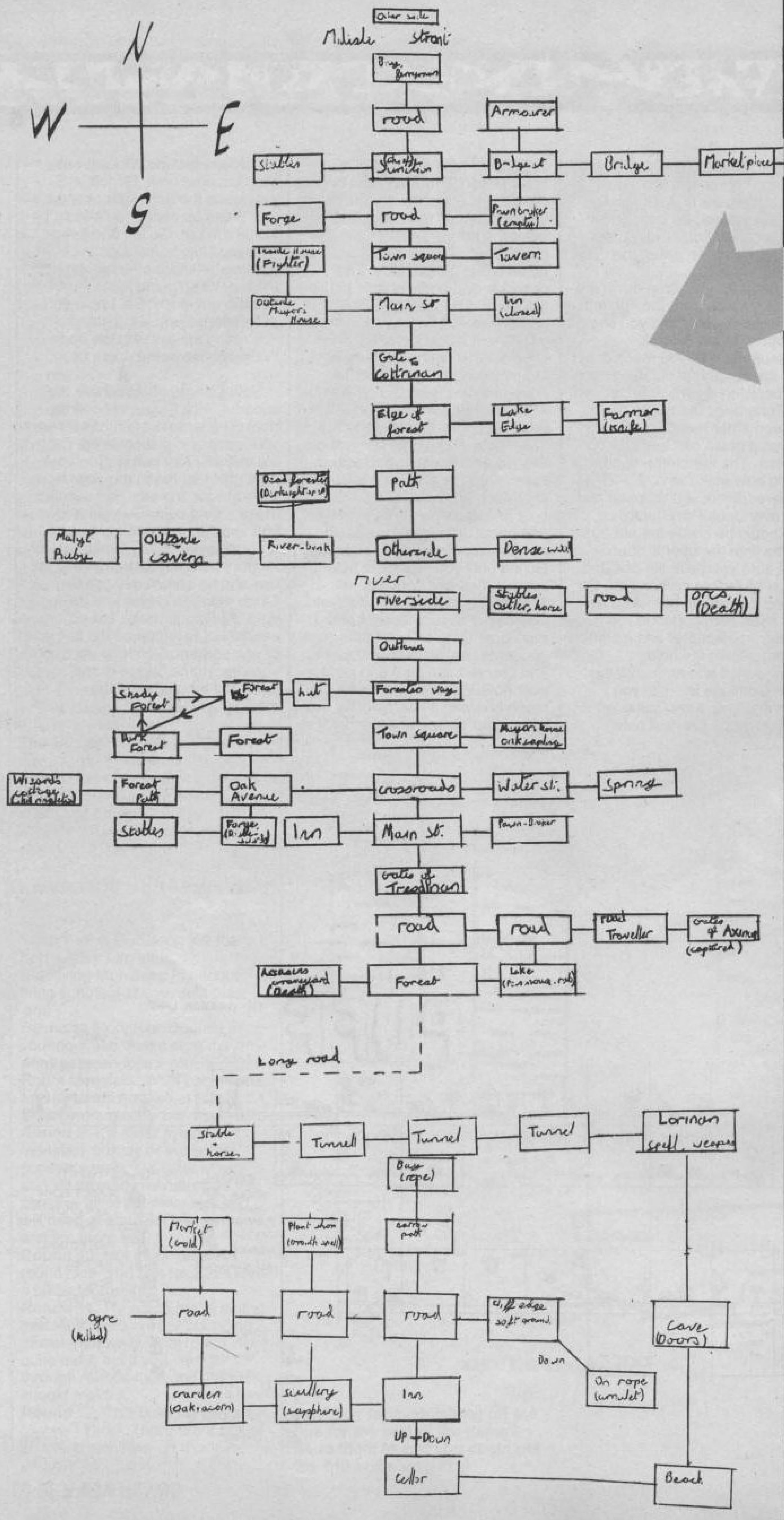
Eat cherries then go right and pick up potion. Now go left until you reach the tree stump. Breathe fire on the stump and continue left. Jump down hole and land on left side. Walk left and jump onto box, wait until tortoise crawls past, then walk off box and pick it up. Go left again and drop box close to ledge. Jump on box and collect life belt. Collect box on the way out. Go right until you come to the hole. Jump over hole and continue right until you see the decorker. Pick the decorker up and continue right. Jump over hedgehog and collect envelope. Go right again and jump over hole. Enter next room and drop decorker, then pick up the footpump.

Now go left and drop down the hole. Eat hamburger then go left. Now jump in water and you should be floating in the life belt. Continue left until you reach dry land, but be careful of falling eggs. Run between worms and carry on left. Eat grapes then jump over hole and enter hut. Drop either footpump or life belt and pick up hammer. The hammer and box should now make key 22. Pick up whatever object you dropped and walk over door. Press up twice, you should be inside the hut again but this time the door is open. Make sure you have life belt and foot pump before carrying on. Go left and drop down hole. You now have been transported to room 19. Pick up decorker and go left and drop down the hole.

Now go left and jump into the water. Continue left until you reach dry land. Keep going left until you reach the next hole. Jump over hole and go left. Eat banana and jump over next hole. Go left and enter next room. Walking behind the hedgehog, enter the hut. Drop either the life belt or foot pump and pick up bottle under lamp shade. The decorker and bottle should make the second piece of the pass. Pick up life belt and foot pump, as you need these once more. Go right, jump over hedgehog and then jump over next hole. Continue right until next hole and go down it. You have been transported to room 19 again. Go left and drop down hole. Pick up tin hat and go left. Go across water until you reach dry land. Continue left until you reach first hole. Jump over hole and enter hut. Walk over door and press up once. You should now be standing outside the hut. Go left until you reach the hole. Jump over it and continue left. Walk under coconut and it should fall down. Pick up coconut and envelope. Drop tin hat. Make sure you have the foot pump, life belt and coconut. Go right and jump over hole. Continue right until you reach box with arrow pointing out of it. Jump on box and wait for it to sink to the ground. Once it has, drop coconut on it. Go left until you reach the hut. Walk over door and press up once. You should be inside the hut. Go left and jump over next two holes. Continue left walking behind the hedgehog into the hut. Keep going left until you see the envelope. Eat apple and pick up envelope. Go right until you reach the hut with the door. Walk over door and press up once.

Now go right until you see the coconut. Pick it up and continue right. The large dragon has taken your pass and disappeared. Drop life belt and foot pump. Continue right until you reach the saw. Now pick up saw, the saw and coconut make a gold coin. Go right and you should meet another large dragon saying TOLL. Drop coin as near as possible to dragon as you can and he should disappear. Climb onto the bridge and go right. Jump over holes but be careful not to jump into the hornet or sea serpent. Continue right until you see 'Home Sweet Home'. Enter the hut and read the message!





KARYSSIA

All you people who prefer maps of adventures, rather than complete solutions, here's one for our covermounted threeparter from Incentive by Hugh O Nwill of Rathfarnham, Dublin.

CABAL

Here are loads of tips on completing Ocean's *Cabal*.

Level 1-1: Here's where the action begins! Enemy terrorists enter from the left, right, top and bottom of the screen. Shoot to kill! Here the only heavy artillery is a tank which trundles on from the left hand side.

Level 1-2: Buildings on both sides of the screen can be blown up, as can the slope and the door, curiously placed above the shield.

Level 1-3: This plays like level 1-1, but this time, in addition to the tank which comes from the left, a truck rolls in from the right. Brick walls at the front give some protection against enemy fire - until destroyed!

Level 1-4: The crates at the front provide cover at first. Bomb them planes!

WHOOPS!

No, whoops isn't the name of a brilliant new game, it's time for an apology. Last month there was a piece on The Untouchables. **It kept on referring to a map. Was there a map? No there wasn't. I just don't know what happened to it. Personally I blame it on the art department (well I have to blame it on someone, don't I?), the map has gone missing off the face of the Earth, so I'm afraid I can't print it this issue either.**

If anyone would like to draw a map of the game and send it in, I'm sure I could find room to print it.

LIGHTGUN LARKS!

Guns and bullets at the ready, because here is the first batch of tips on the games that came with the Defender Light Gun. **All you have to do now is point the gun in the right direction! Thanks to** Nick Pirie **of Flamstead for these.**

BRONX STREET COP

On the training sections, the terrorists in the window at the back are worth the most, so shoot them whenever they pop up. It's quite easy to get more than one shot at each terrorist, but if they're not at the back, in the window, you do'nt get points for hitting them more than once.

On the hostage levels, flick your gun to machine gun mode and hold the trigger down. When someone is about to pop up, the screen will start flashing and the person who's popping up will be highlighted. If it's a terrorist gun him down. Anyone popping up from behind a car, or through a door will always be a terrorist. On the second firing range, go for the clay pigeons as they're worth the most.

BILLY THE KID

If the cowboy throws up a can, shoot it, but not when it's right at the top of the screen. Floating cans are worth a lot of points. Hitting a floating can will send it up again.

On the second level, just shoot anyone who isn't a granny and you should be OK! Shooting a granny will add one on to the amount of enemies you must kill. On level three, put the gun in machine gun mode, and when the sheriff turns round, spray him!

JUNGLE WARFARE

Stay in pistol mode. Most enemies are killed with one bullet, including jeeps! On level two, shoot the boats and helicopters twice.

PINBALL SIMULATOR

Put the gun right up against the screen for this game. To send the ball up to where the castle is, shoot the flipper, just as the ball is on the edge of the right hand flipper. If the left open/shut gate is opened it isn't a disaster, but if the right hand open/shut gate is open, shut it. These gates are opened and shut by the L and R positions on the top left.

Getting all the bumpers lining the middle of the screen, ie the two sets of three straight lines in a row, will cause the castle to disappear in sections and reappear as a house. Getting the magic symbols will create half a book, whilst getting the dots which replace them will create the other half.

F-16

Watch out for ground fire, as this tracks you, whereas aircraft fire will always go in a straight line. Shoot aircraft which get within a quarter of a screen of you. Shoot helicopters as they are lethal. Remember you have limited ammunition!

TRANZ-AM

Put the gun into machine gun mode, so your enemies are highlighted. As soon as one appears, blast it. Any jumps you encounter, go over them whatever speed you are doing. You will always jump the same distance!

Another Playing Tips finished, another hair cut broken in, and I'm still handing out great amounts of cash to various mechanics for my car. Take a tip from me, readers: never reverse into a bollard, it doesn't do your paint work much good!

If I can get to the office without crashing I'll be here with another juice-extracting edition of the tips next month. Send all your super skillo (Richard Eddy word) stuff to the usual address: NEWSFIELD, NICK 'HAIR DOWN MY BACK' ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW.

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66 Four fat games! Quondam (Ocean)! One Man And His Droid (Mastertronic)! Robot Messiah (Alphabatim)! Whole New Ball Game (Pete Cooke)! INSIDE: Fab Batman poster! Licence To Kill checked out! Batman story! Plus heaps of tips!
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72 Five fantastic games on tape!! Split Personalities (Domark)! Dizzy II Special CRASH Edition (CodeMasters)! Winter Wonderland (Incentive)! Action Biker (Mastertronic)! Stars & Stripes (PowerTape)! INSIDE: Bo Jangeborg interview! Dizzy — are the Oliver Twins completely potty?! Plus tips, reviews and loads more!
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74 Four frog-like games on tape!! Gilligan's Gold (Ocean)! 1985 (Mastertronic)! Karyssia — Part I (Incentive)! Mission Fallout (PowerTape)! INSIDE: The Sam Coupé — the complete guide to the super Speccy — four page special!! Big fat Budget bonanza! DJ Nicko and more!
75 Four Froody games on tape!! Master Blaster (Cybadyne)! Rockfall (Powertape)! Karyssia Part II (Incentive)! Breakpoint (Powertape)! INSIDE: Rad new-look issue! The CRASH readers' awards ceremony — all the stars, all the winners! S'amazing — the Coupé disk drive arrives! DJ Nicko with the Ghouls 'n' Ghosts map! And all the power-packed regulars!

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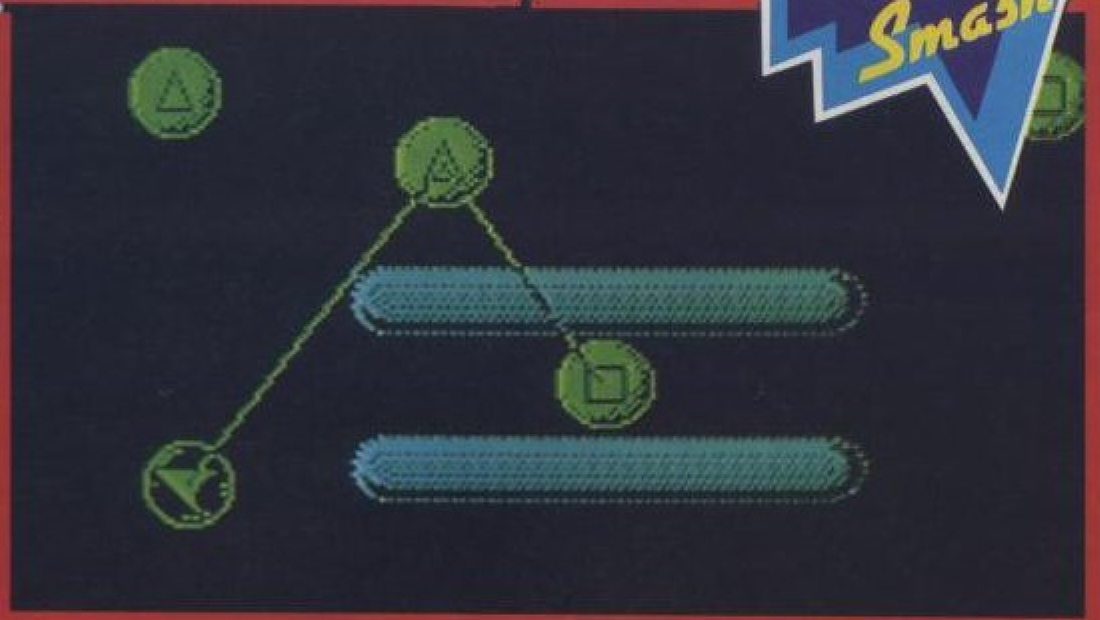
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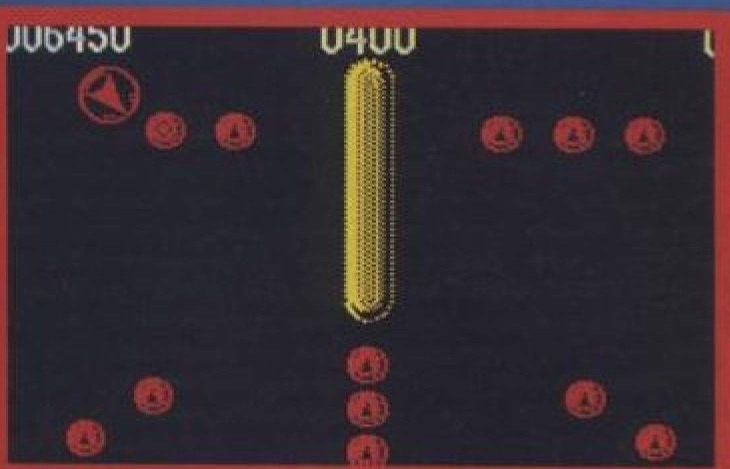
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A CRASH Smash



e-motion



US Gold/Code Monkeys
■ £9.99 ■
cass

US Gold claim this is the beginning of a 'New Age' of stress free programs designed for easy living. With that in mind *E—Motion* was loaded after a hard day's blasting — and caused widespread consternation! Games don't come much more frustrating than this! Wow..!

In a sub atomic universe filled with atoms, protons, neutrons and other particles smarty-pants egg-heads rave on about you control a sphere which you use as a vehicle to nudge other spheres into one another, and thus cancel them out. But be careful, bounce only like atoms together: judge them by their markings. If you accidently knock unlike, smaller spheres are created. And if left to their own devices they grow and cause even more of a headache.

Time is of the essence too: if the atoms are left too long before collision, they explode and knock a large chunk off your energy. So bang those balls together and pray you don't tear all your hair out. The vehicle is so anarchic that many expletives unprintable in a family mag were heard ringing round the CRASH offices. But after calming down, I tried again and slowly gaining more control began to enjoy playing this frustrating but ultimately rewarding game. One piece of advice: don't panic. Many times I've been knocked out because the wildly erratic ball shot round the screen at MACH speeds. *E—Motion* won't do anything for your nerves, but may just push up the sales of straight jackets.

Mark 92%

NICK *E—Motion* is a strange game, and definitely not one you can play without any instructions. The basic idea is to push the icons with the same signs on them together before they explode. This is not as easy as you may think: they're linked by elastic band type connectors that stretch and pull them all over the place. If icons of a different sign hit each other they make a new one (ooo, icon reproduction, oo-er), and you then have the trouble of getting rid of this too. Leave them too long and they explode, taking all your energy.

Simple, but totally addictive: You control your little ship thingy in an asteroids way by turning it around and using a thrust to move forward. This makes moving about the screen quite a skill in itself. To make things worse you get confused when you go off one side and come back on the other, bouncing off the other icons.

Graphic detail is just right, with a surprising amount of colour on screen, and tunes and effects are good too.

E—Motion is frustratingly addictive, once you start playing you won't be able to pull yourself away!

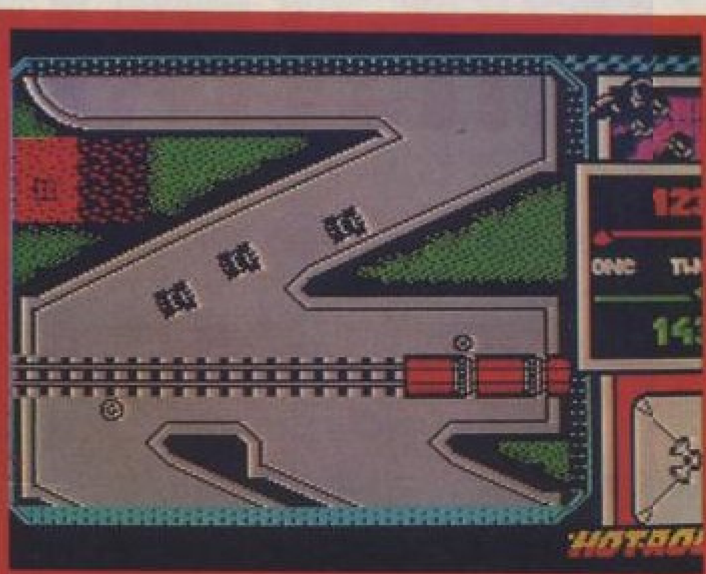
90%

Physics lessons in school are never as fun or as frustrating as this excercise in motion

RATING

PRESENTATION	82%
GRAPHICS	84%
SOUND	83%
PLAYABILITY	87%
ADDICTIVITY	90%
OVERALL	91%

Hot Rod



Activision
■ £9.99 ■
cass only

One of the more obscure Sega coin—ops around, *Hot Rod* is basically a rip-roaring racing game. At the start you're alloted a supply of fuel which must last you throughout the race.

Supplies can be picked up, but be the first to grab them or the other competitors will. Other cars aren't your only worry: as you race round the track the screen scrolls with you. If you move too slowly it swallows you up and deposits you further down the track (twenty units of fuel lighter)! Plenty of obstacles both natural and man made try to prevent you reaching that finishing line too.

Reach it and you collect a hefty dosh, and points, bonus and move into the parts store. Buy bumpers, tyres, front and rear engines and wings to continue the race in better form. If you can be bothered, that is.

It just does not work. The cars are monochromatic, so you never know just which vehicle is yours. And when that confusion is sorted, you lose track of the direction it's pointing in ('cos both ends look the same). What a pointless exercise! After the excellent *Hammerfist* last month it's a shame to see this escape from the Activision stables.

Mark 30%

NICK *Hot Rod* is a very basic car racing game. I used to play this type of thing for 5p at the Ludlow May Fair! A badly drawn car would slide around an even worse drawn race track, colliding with everything. Yes folks, this is that bad.

The graphics may be a little better drawn than those early arcade machines, and this version may sport a bit of colour, but the basic idea is the same. The cars control in a similar way to the CodeMasters *BMX Simulator* series.

You can improve on your car's performance between stages at a special parts shop. Items such as tyres, engines and wings (don't remind me! - my poor car) can be added on, but if you ask me they don't make the slightest difference!

Hot Rod would suit a budget label. The game style is just out of date, even though it may bring back a few memories.

48%

One of the worst Sega licenses Activision have produced. What happened guys?

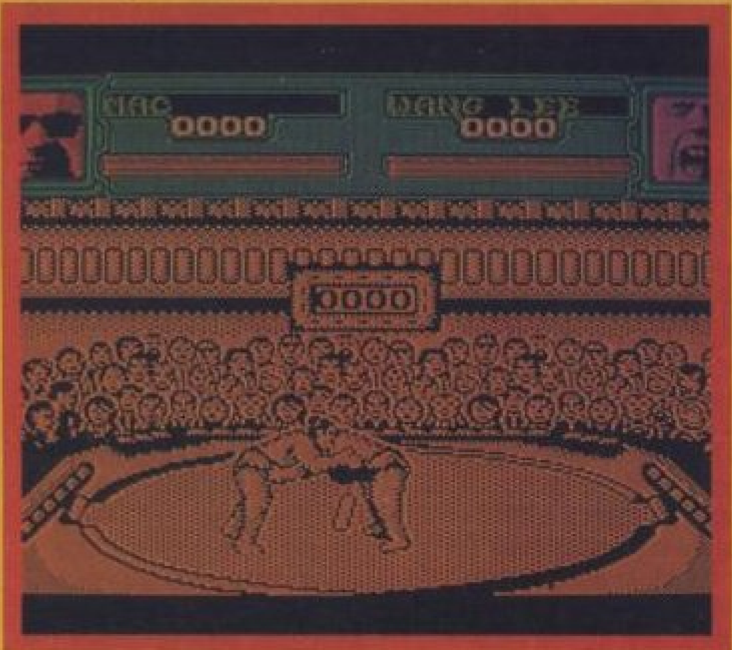
RATING

PRESENTATION	38%
GRAPHICS	34%
SOUND	42%
PLAYABILITY	35%
ADDICTIVITY	32%
OVERALL	39%

ORIENTAL GAMES

MicroStyle
■ £9.99/
£12.99 ■

We've had *California Games*, *World Games*, *Winter Games*, and we now go to the Orient to say 'Konnichi Wa' to the *Oriental Games* and to participate in four events, Kendo, Kung-Fu, Freestyle and Sumo Wrestling. You are up against some of the toughest opponents in the area, so it's best to get some practice in first. Only when you feel like a turbo charged Bruce Lee is it time to enter the contest.
If in two player mode, chances are that at some point you'll be fighting a friend (each contest is in heats), or if battling alone, the computer stands in as your opponent. Each event has its own style of fighting: Kendo sees the combatants whacking one another with large bamboo sticks, Kung Fu and Freestyle are no holds barred martial arts action, and if you imagine two Bernard Mannings in tea towels, that's Sumo Wrestling. Each combatant has an energy level, and it is this that must be depleted by using all the moves at your disposal.
Get through the quarter finals and you enter the semis with the other survivors. If you win the finals you go through to the next event, and the next until you're given the chance to become 'Grand Master'. It's a while since the last oriental beat-'em-up on the Speccy, and *Oriental Games* has been in the works a long time, and worth the wait. Unlike a lot of oriental style games the sprites are capable of some quite complicated moves, and they don't look like wooden puppets in the process. The four quite different events add a lot to the long term playability. *Oriental Games* is no pushover — and recommended to tough nuts.
Mark 85%



NICK Take a normal computer, add some detailed graphics and atmospheric sound, a dash of soy sauce and what do you get? *Oriental Games* of course! This is really good. It's like having four beat-'em-ups rolled into one.
Each of the events has its own detailed backdrop and characters, ranging from masked warriors in Kendo to large (to say the least) players in Sumo wrestling (who mentioned my brother!). They all have their own movements to allow the player to kick, swipe and pull at his opponent, generally doing the most damage possible. The whole game is accompanied by an oriental tune (surprisingly) and the odd effect in the events.
Throw away that punch bag and get a copy of this instead.
80%



A four-in-one action pack with enough kick and punch for four

RATING

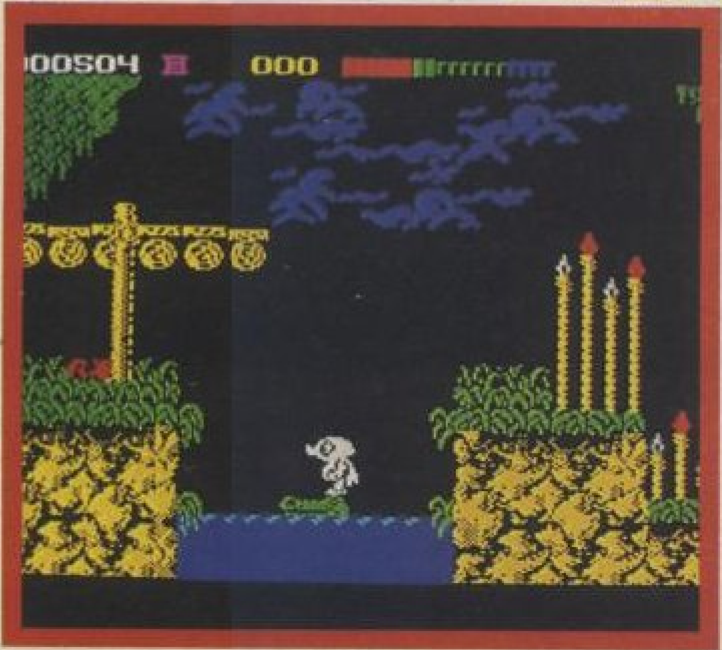
PRESENTATION	75%
GRAPHICS	82%
SOUND	81%
PLAYABILITY	83%
ADDICTIVITY	82%
OVERALL	**82%**

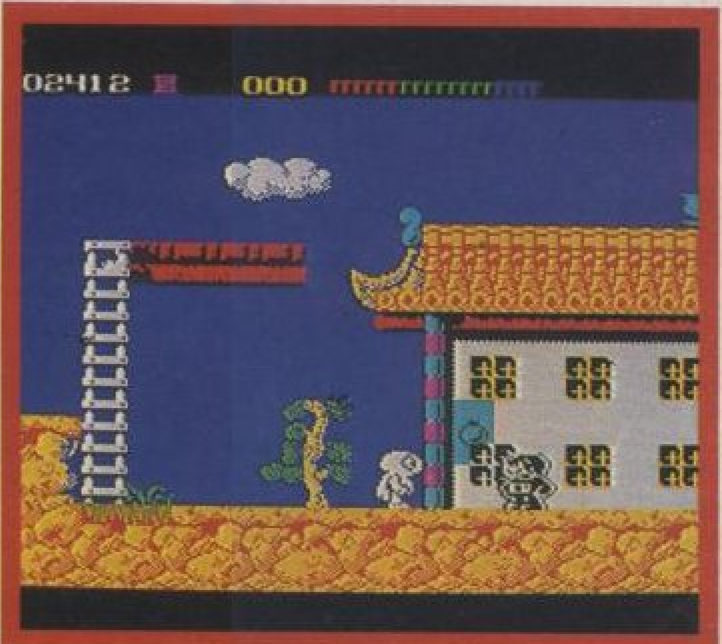
IMPOSSAMOLE

Gremlin/Core
■ £9.99/
£14.99 ■

After years of adventuring Gremlin's brave little furry mole has retired to the sun, on his own personal tropical island. But all is not well, because one day he is visited by a none too friendly alien who demands that Monty destroy five Guardians and bring him their treasure.
This outing sees Monty as a superhero, with a groin crunching kick, bombs and a stun gun — and silly superhero clothing: a tracksuit and cape. He faces five levels full of derring do. Starting in the Orient he huffs and puffs his way up and down ladders, leaps from platform to platform in his quest for Guardians with Ninjas, Geisha girls, dogs and monkeys and more out to stop him, — including end of level monsters like the dragon who guards the way to the Klondike Mines and level two. These are full of all manner of subterranian creatures, with a giant worm for a guardian. Monty continues on into the Ice World (brrrr), the Amazon Forest and endless scrapes before he can see off the visiting alien.
I've never been a great Monty Mole fan, and *Impossamole* does nothing to change my mind. The attacking creatures and backgrounds are both colourful, but this very often causes







NICK Monty Mole was one of my childhood heroes! When someone got a Monty Mole game on my estate, everyone would rush round to take a peek at the rodent's addictive antics. We all thought those days had gone, but what's this? Yes, Monty has returned in *Impossamole*.
Graphically it's really good. All the small but detailed sprites that appeared in the other Monty games have returned for a second showing, but this time they are accompanied by plenty of colour and outstanding backgrounds. The only trouble with Monty coming out of retirement is that he seems to have lost his nack for zipping about the screen (he's had quite a face lift too!). The game is much slower than the others were. There are some really impressive later levels in the game, the only trouble is getting to them.
Impossamole offers more of the platforms and ladders fun that many Spectrumers have grown up with, coupled with great graphics: a recipe for an addictive game, if only it were a little faster.

83%

colour clash, and as Monty himself is monochromatic, he changes colour more often than a chameleon. The screen flicks as you move around which is most annoying, and why is it that Monty seems to possess the reactions of a drugged snail? I seemed to have great difficulty moving our hero around with any great urgency.

MARK 64%

The mole with the tracksuit is back in this enjoyable platform romp.

RATING	
PRESENTATION	76%
GRAPHICS	77%
SOUND	80%
PLAYABILITY	71%
ADDICTIVITY	70%
OVERALL	73%

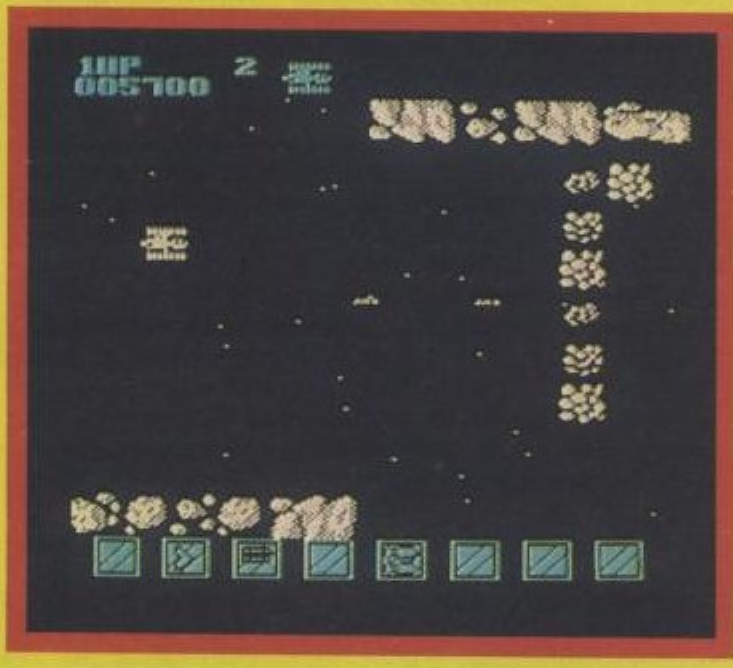
DELTA CHARGE!

Thalamus
■ £9.99 ■
cass

Deep in an uncharted region of space known as Delta, Earth shipping has been mysteriously disappearing. The alien Hsiffan Khanate is rumoured to be operating in the area, and it's decided to send a lone ship to investigate. It isn't chance that's picked you as the lucky candidate: the best pilot Unit Damocles is the natural choice. Dropped within the area, you quickly confirm the rumours and it's time to charge!
The aim of the game is simple — survive! And with the Khanate fleet hurling its entire might at you this is a tall order. Thank god, the occasional icons appear which increase your ship's firepower, shields and speed (they get used up, so collect replacements regularly). From inky black space through alien backgrounds blast all and sundry to atoms to have any chance to grab the power ups — if you miss even one ship in a formation it could lose you a life: if you run into a block without an icon in residence, it's massive headache time.
Delta Charge! is a straightforward shoot-'em-up with no frills — but very tough indeed. Your ship may seem sluggish to start with, but survive the few seconds to kill enough aliens to pick up extra speed icons and you soon gain agility. Scrooling is smooth and the graphics stark but effective. While nothing really new, *Delta Charge!* is a refreshing return to mindless blasting which should keep shoot-'em-up freaks glued for quite a while.

Mark 80%





NICK *Delta Charge!* is a good basic shoot 'em up. You know the kind, shoot the oncoming aliens, dodge the meteor shower, collect the extra weapons. Your ship seems frustratingly slow when you start off, but you soon get faster when you collect extra power.
One niggle: the programmers have included a scrolling starry background which can disconcertingly look like the aliens' shots. I didn't survive very long after this, but then there are better shoot-'em-up freaks out there than me!

65%

A blast of good no-holds-barred mindless shoot-'em-up action

RATING	
PRESENTATION	71%
GRAPHICS	67%
SOUND	63%
PLAYABILITY	80%
ADDICTIVITY	78%
OVERALL	73%

CASTLE MASTER



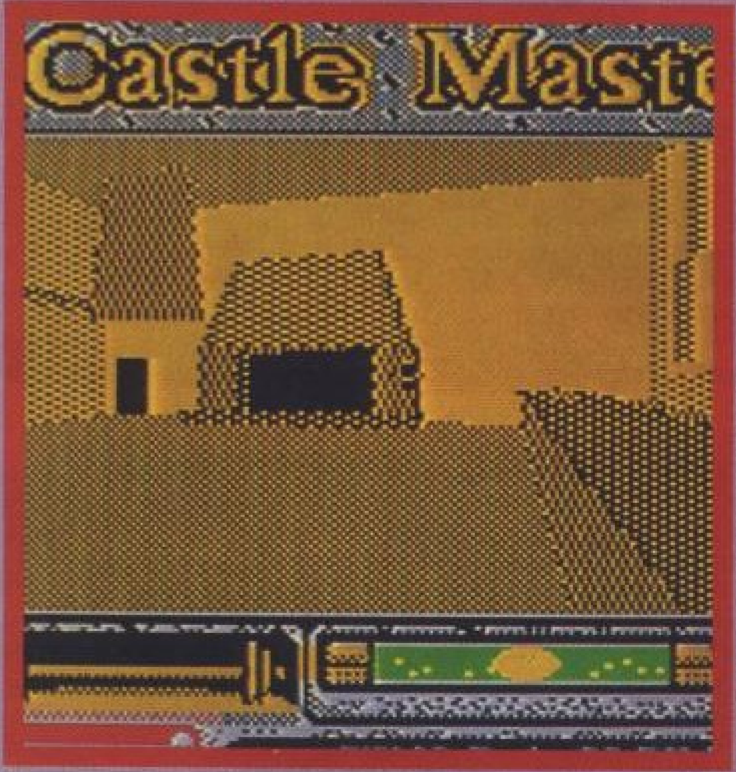
Incentive/Domark
■ £9.99/£14.99 ■

Whooo, Castle Eternity is a bit of a dark and spooky place: not exactly a top tourist spot because some pretty nasty things have happened here (so maybe it's just as well). Built by the Normans on top of the burial mound of evil wizard Magister, Castle Eternity has a bad reputation because all who enter its dank walls never return. And as the game starts your twin has been kidnapped and taken to the highest tower of the castle. You choose to play either the Prince or Princess who sets out to free the captured twin.

As with all Freescape games you view the scene through your character's eyes. *Castle Master* begins with you standing amidst the sound of thunder facing a raised drawbridge. You have a supply of rocks, so throw one at the trigger point to the left of the drawbridge. This drops it, and you're free to enter and explore. The status panel at screen bottom shows the amount of keys collected (these are used to open locked doors), strength, a 'spirit level' (if this gets too high it's end of game) and a verbal description of the world around you.

Of course you aren't armed just for the fun of it: spooks abound, and they must be stoned before they sap all your strength, but watch out for the various traps and pitfalls that lie in your path as well. I won't tell you how to complete *Castle Master* but rest assured it'll take hours to do so. It's a long while since we heard from Incentive (*Total Eclipse*, in fact), and it's nice to see them back on form. My only slight niggle is that the Freescape technique has been used too often to be really impressive now, specially the rather blank look of it all, but arcade/strategy fans who want a tough challenge should look no further.

MARK 90%



NICK Oh, whoopee, it's Freescape again, everyone's favourite 3-D game style. Yes, Incentive have given us yet another masterpiece of gaming in this brand new adventure. The thing is that Freescape stopped impressing me after *Dark Side*: no longer do I gasp when I look up, down and all around an object or titter when I end up not knowing where the hell I am. But this is a pretty good game, even if it has all been seen before.

The best thing about all the Freescape games is the storyline. *Castle Master*, as you would expect, is set in a medieval castle with lots of ramparts, drawbridges and evil spirits to play about with. As anyone who has ever played a Freescape game before will know, you can roam about the game for hours trying to work out what to do _ this is part of the fun!

Castle Master is definitely one for all you mappers out there to get to work on. Hurry up and send them in to me, then I can have a go at completing it! It's excellent and glorious. If you haven't got fed up of 3-D shaded graphics yet, give it a go.

80%

The return of Freescape in a riveting arcade/strategy exploration rescue bid

RATING	
PRESENTATION	83%
GRAPHICS	86%
SOUND	74%
PLAYABILITY	87%
ADDICTIVITY	83%
OVERALL	85%

KNIGHT FORCE



Titus
■ £9.99/
£14.99 ■

Long ago there was a superior race of beings who held the secret of time travel. Helias, the King of Belloth, was the master of the gates to the past and future, and on his death his son Fair Storm became guardian — with a problem! Evil wizard Red Sabbath kidnapped his true love to trap Fair Storm and get his hands on the keys to the four time gates.

Red Sabbath has split himself into four clones, one for each time zone. Armed with a sword, Fair Storm must travel the four zones and kill each Red Sabbath to collect a magical amulet. The time zones are New York-Present Day, The Future, Pre-History and The Mystical — all full of dangerous adversaries: clear the time lines, defeat Red Sabbath and save the girl!

On first glance *Knight Force* is graphically impressive, the sprites and backgrounds nicely drawn. But when the game starts moving forget it: even for a seasoned beat-'em-up veteran the creatures are all too tough to kill, and the scrolling is as jerky as anything. As with *Dr Doom's Revenge* and *Wild Streets* reviewed last month, pretty graphics are only half the game, playability counts for a hell of a lot.

Mark 60%

NICK *Knight Force* is one of those games that looks fantastic, has great presentation but is a waste of time when it comes to playability. I thought I was in for a real treat when I loaded it up: the graphics looked out of this world. The actual game is a simple beat 'em up. The sprites are nicely detailed, as are the backgrounds, but it's that old problem of the two together in monochrome. Character movement is not as good as it could be, the animation very jerky. Getting past the first enemy is also a problem: no matter how hard I try I can't win. Sound effects are just the standard arcade explosion when a nasty little bird or something squelches into your head (yuk!).

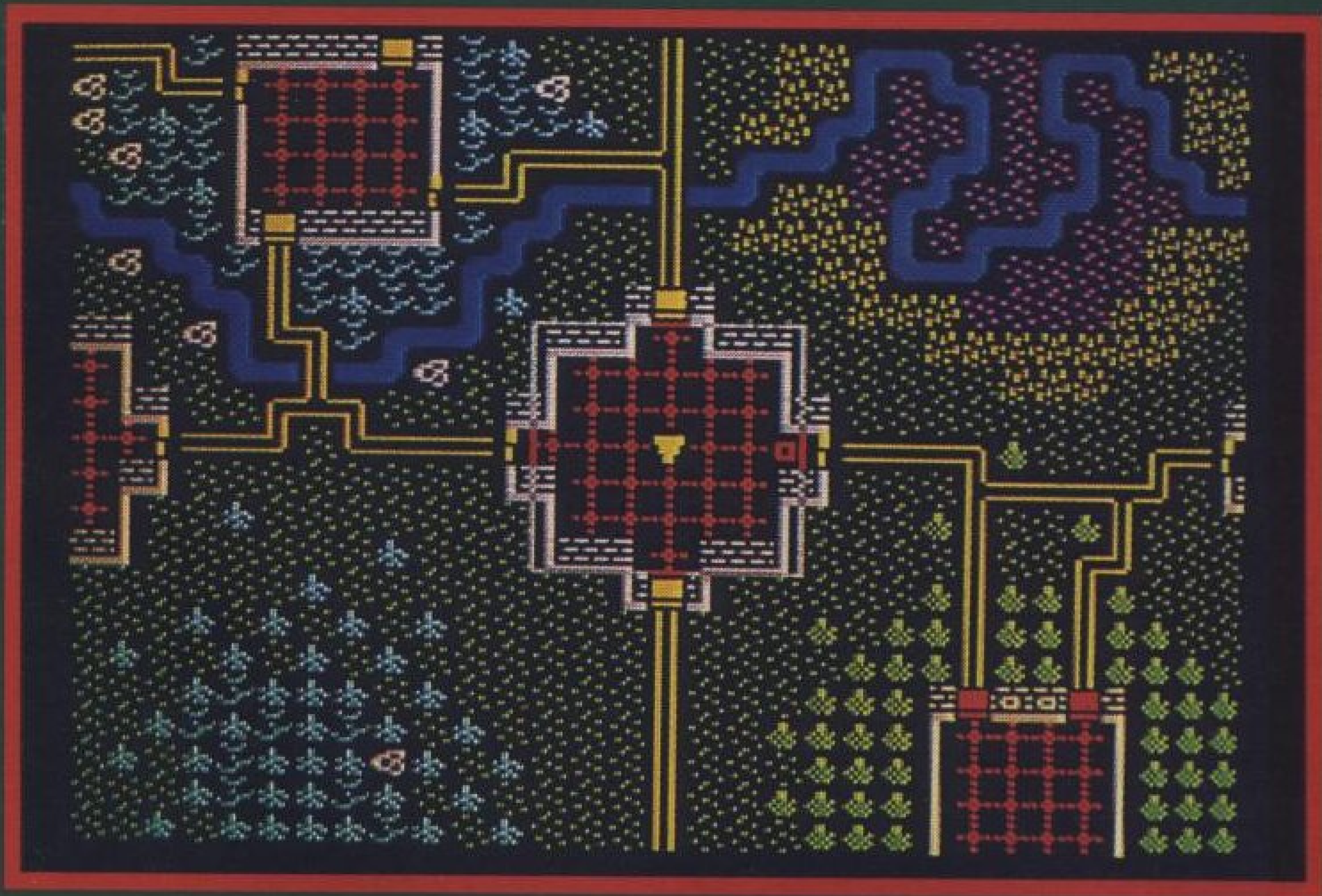
Knight Force is a big flop. I was expecting a brilliant game and got this: a classic case of nice graphics, shame about the game!

67%

A beat-'em-up with pretty graphics but gameplay sadly lost somewhere in time

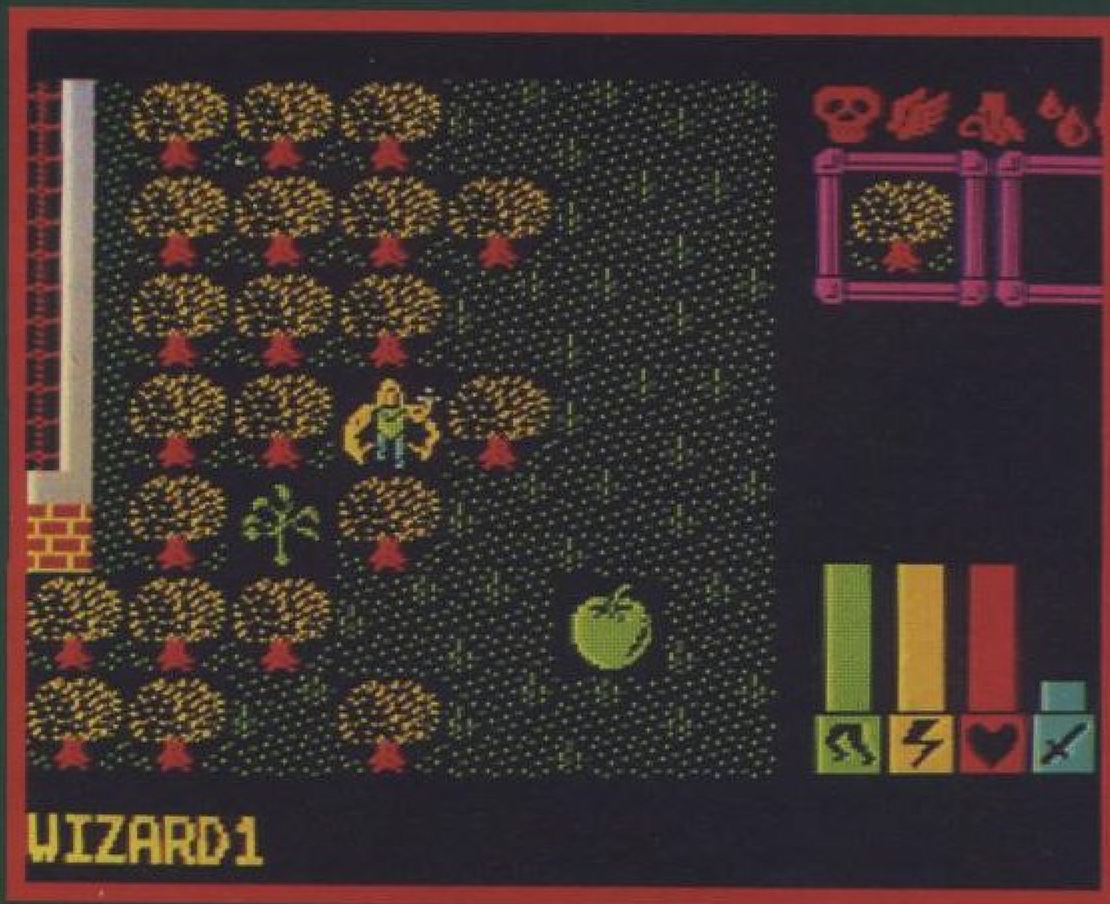
RATING	
PRESENTATION	75%
GRAPHICS	82%
SOUND	69%
PLAYABILITY	63%
ADDICTIVITY	57%
OVERALL	63%

LORDS OF CHAOS



Target Games
■ £9.95/
£14.95 ■

If you liked *Laser Squad* you'll probably love this because it's from the same programming team. But rather than take us to the future *Lords Of Chaos* moves to a mystical land where Arch Mages rule and poverty, war and plague are unheard of.
Sadly the Old World suffers from a build up of magical energy, Manna, causing many unpleasant changes: strange beasts evolve from normally harmless pets, the dead rise from their graves and other unspeakable things occur.
The populace turn on the Mages, who are trying to find the cause. The cause of calamity seems to be a break in the fabric of reality. The Mages form magic portals, but those who've entered rarely exit.
Revolution takes its toll, the Old World is torn apart by earthquakes, and the Mages survive only by the use of magic spells. Luckily new worlds are created, and the Mages use the portals to move around. They don't live in peace, and are always at each others' throats trying to become rulers of the new worlds: Lords of Chaos.
Up to four players can take part: each plays a Mage who tries to eliminate the other Mages and escape through a portal. Each player takes it in turn to make their move. Magic plays a big part in the game and is most useful to destroy attacking creatures, though more earthly weapons can be found and used. Creatures can be summoned: useful to cross water, or if they can fly, to reach inaccessible places. All decisions are made by using the on screen menus. As in *Laser Squad*, it would take too long to explain all the ins and outs — suffice to say the manual gives the player plenty to read. The game has three scenarios, and further data programs are planned, so *Lords Of Chaos* is big.
I liked *Laser Squad*, and budding and hard core strategists should love this. It has the same sort of feel as *Laser Squad*, and indeed the same type of graphical detail. Reviews rarely do justice to games as complex as this. Just take my word: it's worth looking out for.
Mark 85%



NICK Lords Of Chaos will please all fans of *Laser Squad* and strategy games because it's more of the same. *Lords Of Chaos* has a really good story line, and the graphics are the best I've seen on a strategy game for a long time.
The full colour sprites and backgrounds are excellently drawn, and the world you explore is full of interesting things, like an animated marsh land, forests to hide in and castles to keep your player safe. If you take the time to involve yourself, you'll be rewarded. The game is a real challenge and promises hours of enjoyment.
75%

RATING

A complex and involving strategy/adventure for all who persevere at righting chaos

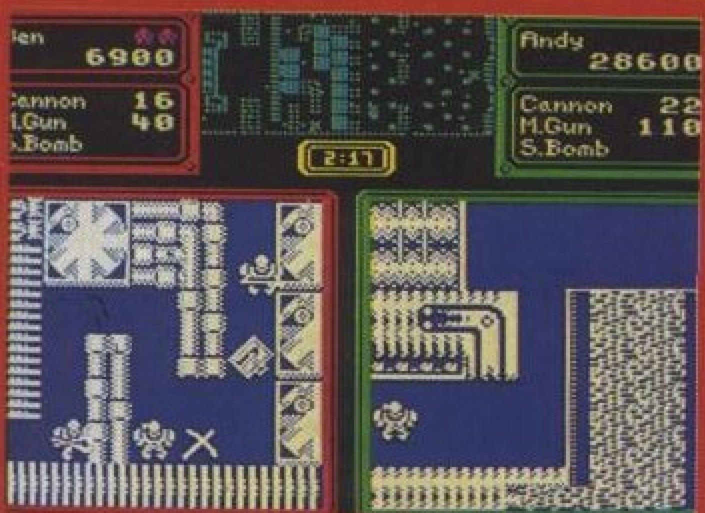
PRESENTATION	78%
GRAPHICS	76%
SOUND	74%
PLAYABILITY	76%
ADDICTIVITY	73%
OVERALL	80%

CRACKDOWN

US Gold/Arc Developments
■ £9.99 ■
cass

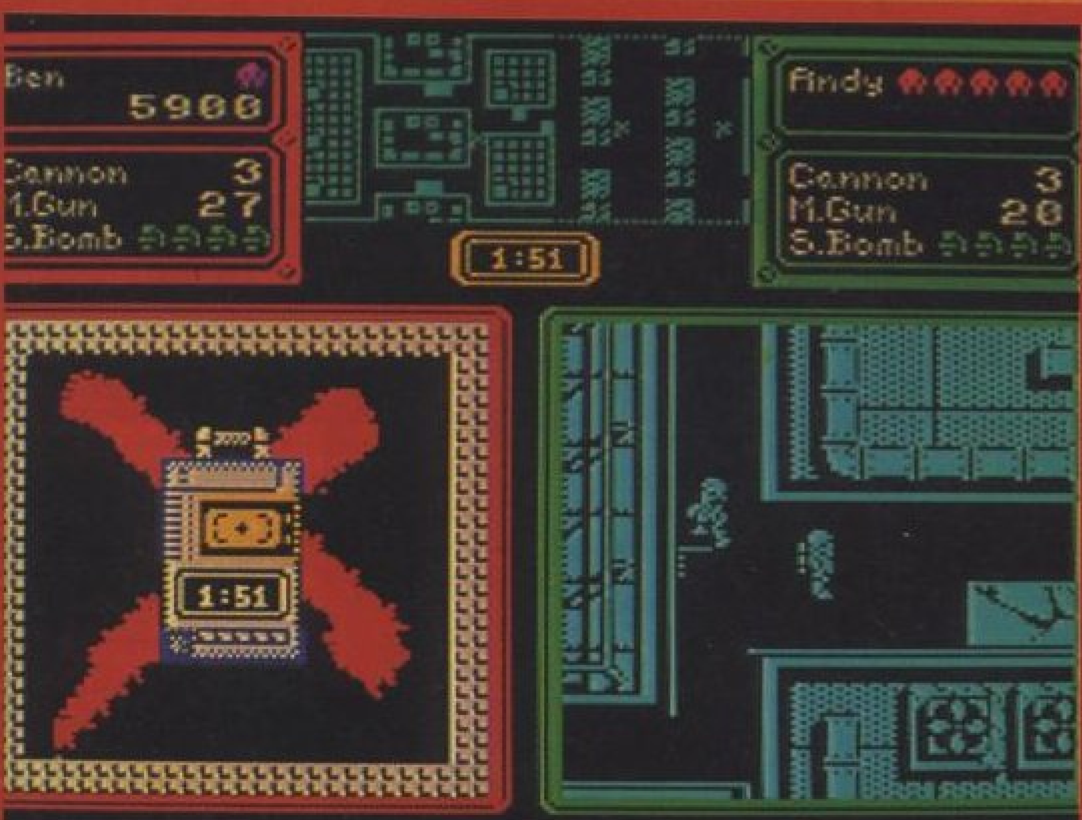
In the far future mad bio—engineer Dr K creates an army of robotic stormtroopers with which he plans to take over the world. Andy Attacker and Ben Breaker must infiltrate the 16 levels of K's fortress, destroy each level as they go and put down Dr K. They're armed with a rocket launcher, a machine gun and a supply of smart bombs. All armament is limited, so accurate aim is in order, and a beady eye for the boxes of ammo lying about: run into them to replenish flagging stocks. If caught in the embarassing position of zero ammo, dazzle the droids with martial arts prowess.

To destroy each level (and thus move on) you must watch out for the crosses on the floor (X literally marks the spot). Run over these to plant the bombs to blow up the section: when all explosives have been planted — run like hell for the exit. The backgrounds change from level to level, so one minute you may be in a scrap yard and the next in a huge warehouse. And apart from the drones and other assorted mobile menaces, many traps and pitfalls await the unwary warrior.



NICK What? You mean this was actually a Sega coin-op? I'm sorry, *Crackdown* may be a brave try at a conversion, and maybe the Speccy just isn't up to the intricate gameplay graphics involved, but it sadly hasn't worked. I played it and played it until I was almost pulling my hair out by the roots. I bet you're wondering what is wrong with the game?
Well, the graphics are well below par. The sprites are badly drawn and seem to change shape when you turn a corner (?!). Each level is a different colour monochrome, which means that when a few enemies, the background and you are all in the same little space you can't see what the hell is going on. Any potential game thrill is just swamped by this one handycap. Maybe it's my eyesight, as Mark obviously loves it, but sorry chaps, *Crackdown* is a big disappointment. I'd rather play US Gold's *E-Motion* instead.
48%

Although *Crackdown* is tough, it's certainly worth the effort to struggle through. The coin—op atmosphere has been translated very well, with the ability for both characters to be on the screen at one time its main feature. And unlike *Gauntlet*, Ben and Andy move around the screen independently. A great blast—'em—up extravaganza from a recently rather quiet US Gold.
Mark 89%



Love it, hate it: a brave blast-'em-up with cracked down

RATING

PRESENTATION	65%
GRAPHICS	59%
SOUND	40%
PLAYABILITY	65%
ADDICTIVITY	62%
OVERALL	**69%**

A CRASH Smash

FIENDISH FREDDY'S BIG TOP O' FUN



Mindscape ■ £9.99/ £14.99 ■

Your circus is in big financial trouble: ten thousand dollars is needed to pay off the mean banker who is putting the squeeze on you. Only completing six death defying acts will save your beloved Big Top. But to put a spanner in the works the banker's hired Fiendish Freddy to pull every dirty trick to make you fail.

Visit the option screen first and choose players (1—5) or enter the practice mode (recommended for novices). Event one is 'Phenomenal Feats Of Daring Diving', or high dive. Clamber up the pole to the first springboard (there are three in all): the idea is to perform the diving pose displayed in the top left hand corner of the screen. Freddy will turn up if you take too long to pose — he uses different sabotage tactics, none of them very nice, for every act. As you complete each dive you climb higher and have further to fall. At the end of an act the judges give you their score (in the guise of money). The better the performance, the nearer you get to the ten grand you need.

Act two is 'Genuine Juggling Genius', with Jeffy—Joe bravely balancing on his unicycle to catch (and juggle) objects thrown to him by his faithful sea lion. 'Breathtaking Bravado From Hazardous Heights' (trapeze) sees Finola up in the air trying to swing across the Big Top whilst avoiding the obstacles in her path, and Fiendish Freddy of course. Pin point aim is needed in 'Deadly And Dangerous Daggers Of Death' with lovely Knancy Knife strapped to a revolving wheel with a set of baloons: pop the baloons without popping Knancy. End the show with 'Tense Travel Techniques On Tightrope'', tottering along a high wire avoiding a literally nasty fall. Finally Fernando, the human cannonball, takes the stage: shoot him into the safety net on the opposite side of the ring. Failure sends Fernando to an early grave.

Fiendish Freddy is graphically and sonically one of the best seen for a while. Large cartoony sprites abound whilst a variety of spot effects and jingles assail your ears. The hilarious antics of Freddy lend lasting appeal — you never know quite when he is going to leap out and ruin your act. One slight niggle is the lack of colour, with the main part the action in monochrome. Despite that *Fiendish Freddy's Big Top 'O' Fun* is exactly that — fun!

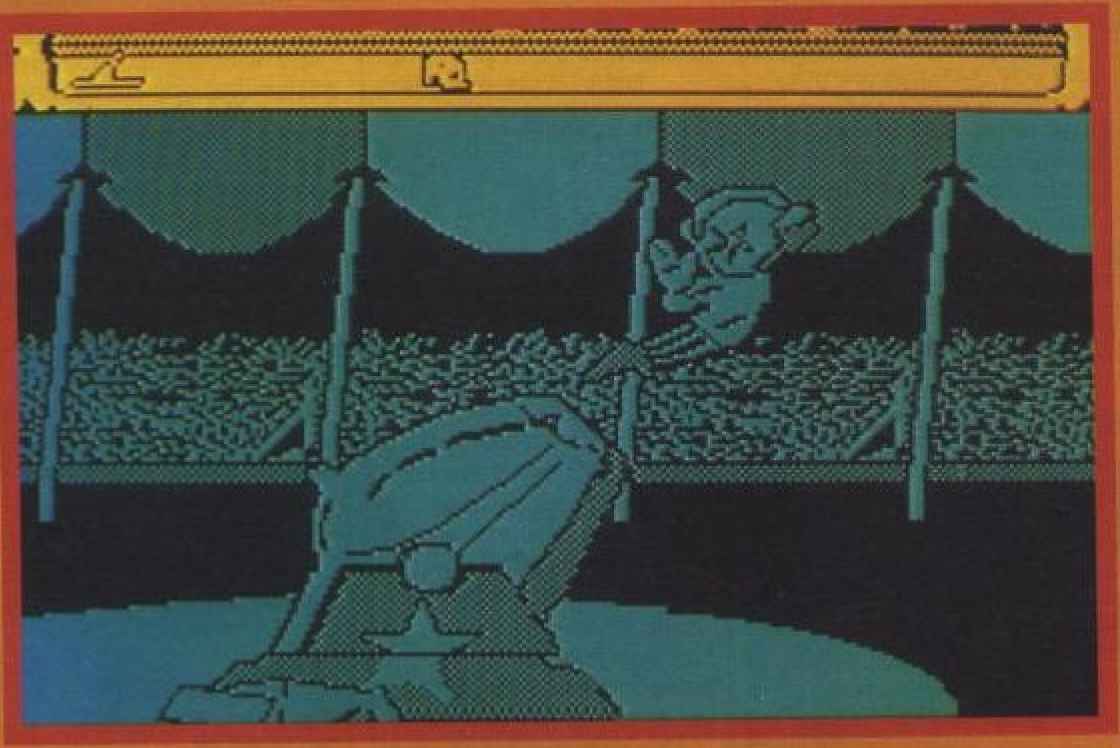
Mark 93%

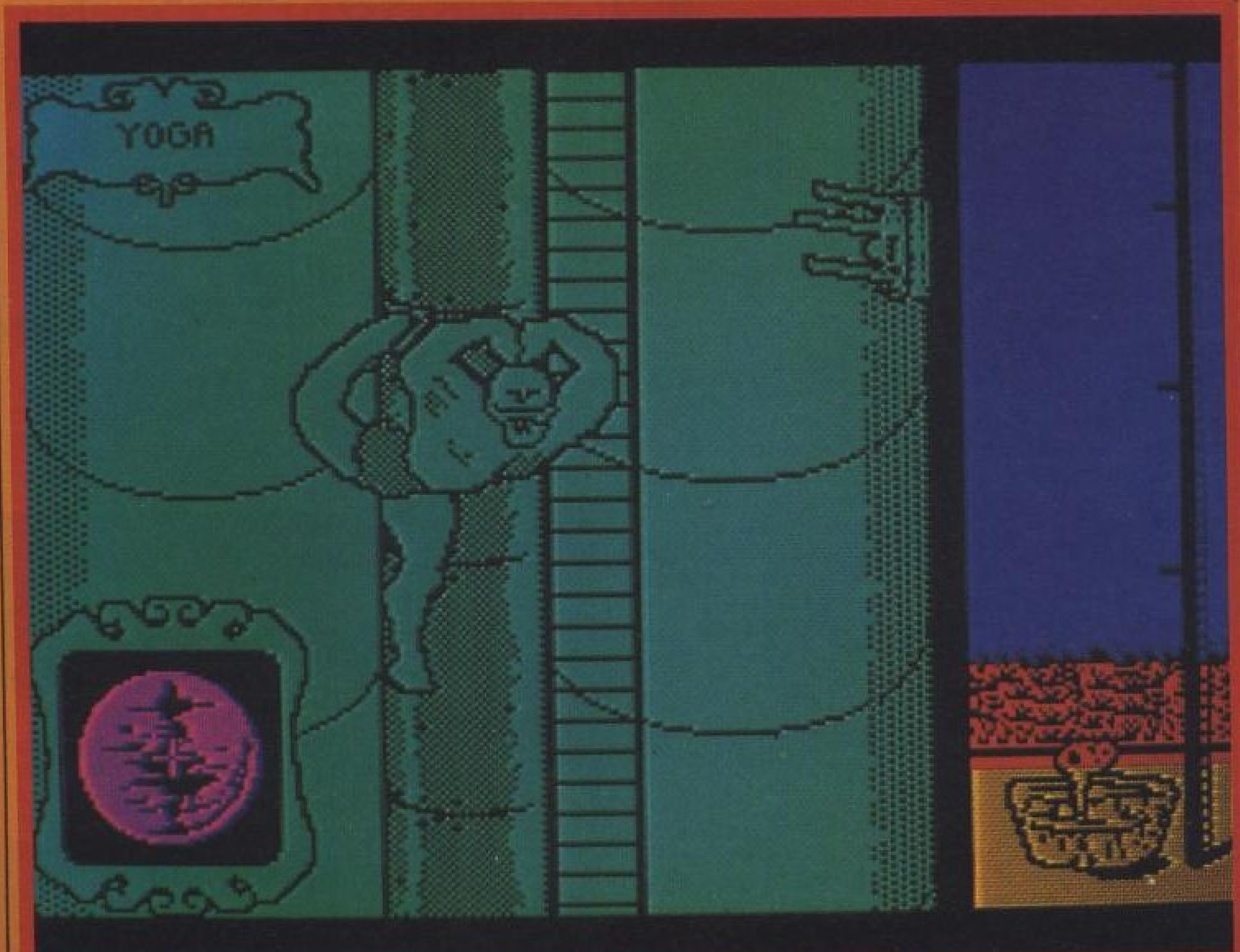
NICK This is amazing. I could not believe my eyes when I first played *Fiendish Freddy's Big Top 'O' Fun*! You could just as easily be watching a cartoon on the telly instead of playing on your Spectrum! The graphics are simply amazing. Big, detailed sprites have been packed into various animated sequences. Backgrounds on all the events are equally astounding and the scrolling is superbly smooth. What more could you ask for? Hundreds of little jingles, tunes and effects are here too, despite the Speccy's weak point.

Each circus event is excellent, packed full of addictiveness and will definitely bring a titter or two when Fiendish Freddy makes things go terribly wrong.

Fiendish Freddy's Big Top O'Fun is the best game I've seen in yonks. Run away with the circus today.

94%





Roll up, roll up for a Smashing day at the circus!!

RATING

PRESENTATION	90%
GRAPHICS	92%
SOUND	88%
PLAYABILITY	92%
ADDICTIVITY	93%
OVERALL	94%

BIG BUDGET Bonanza

A veritable mini-flood of lo-price thrill packs to keep DJ Nicko from waggling his girl friend's ear and stuck to joystick wielding instead! Here we go...

AMERICAN TURBO-KING

Mastertronic
■ £2.99 ■

At last, a game that uses the new lightguns that everyone got at Christmas (didn't you?). **Mastertronic** are the first to produce lightgun games (to my knowledge) other than the ones you get with the gun. But they've played it safe by including a normal control method game on the B side of the tape.

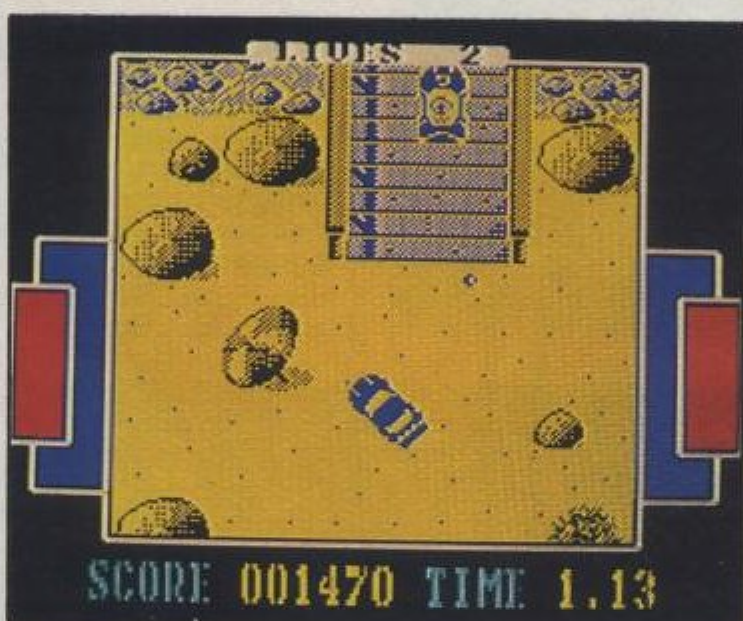
You take part in a race across the US, dashing across such stages as 'California beach race' and 'New York City in sight', shooting opponents and jumping hills. Keep out of the water though as it slows the car down and you only have a set time limit.

American Turbo-King is yet another clone of *Super Stuntman*, a game from **CodeMasters** ages ago. The graphics are typically CodeMasters — hang on, it says Mastertronic on the inlay! CodeMasters did infact produce the game along with **Supersonic Software** and Mastertronic have marketed it. All the sprites are in the small detailed vein used so much in budget games these days, and backgrounds are detailed too.

Control with the lightgun is a real joke. I always thought the idea of plugging a gun into your Spectrum was to play games such as duckshoot, not shooting direction indicators to change direction of a car! What you want here is a steering wheel and pedals. As to sound, it could be straight out of anything vaguely CodeMasters in the past year!

American Turbo-King holds nothing we haven't all seen before, and if you bought a CodeMasters car game in the past year or so don't bother with this, it's exactly the same.

Overall 61%



PSYCHO HOPPER

Mastertronic Plus
■ £2.99 ■

Fancy some bouncy, bouncy fun in an inflated style with *Psycho Hopper*? Thought you might. You've landed yourself in the world of dreams, along with a bubble of deadly poison and lots of nasty things that want to pop it! And where is this poison? Between your legs of course: you bounce about the place on it.

Budget software houses seem to be running a bit short of names for their games, don't they? I mean, take *Hopper Copper* and *Psycho Soldier*, add a bit of magic and here is one I prepared earlier — *Psycho Hopper*.

The game's graphics are not too exciting. Their are some quite nice sprites bouncing and plodding around but not much in the way of backgrounds to brighten things up. Perhaps this was to avoid the colours clashing? The aliens and other adversaries you encounter are quite varied: one minute you can be bashing bats and the next destroying dwarves — and all are out to pop your bubble — so shoot or avoid them. To make things extra hard the poison eats away at the bubble making it burst after a certain time, so fast bouncing is essential.

Sound effects in the game all sound like something rather rude (no offending language in this mag!). Getting further into the game doesn't change much either: the nasties just get much more vicious.

Psycho Hopper is a fun game with some cute graphics, but I doubt if anyone will be playing it for very long.

Overall 71%

F-16 FIGHTING FALCON

Mastertronic
■ £2.99 ■

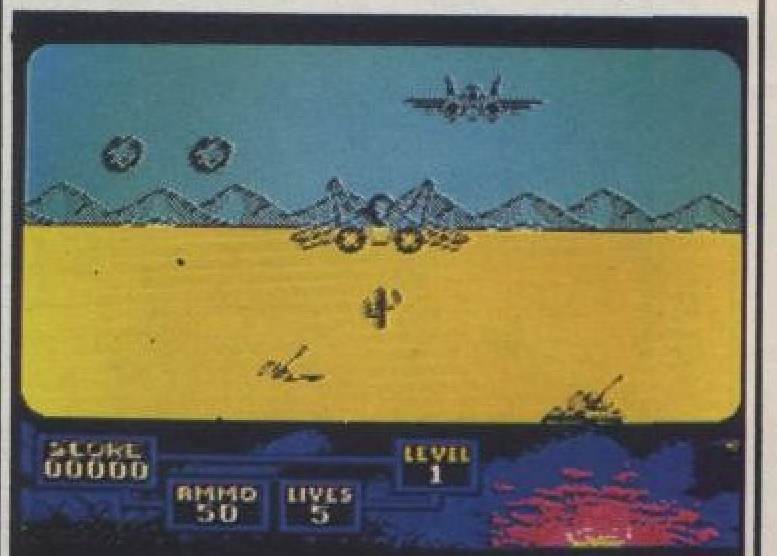
Get up, up and away with the second of the new **Mastertronic** games for use with a **Magnum Lightphaser**. *F-16 Fighting Falcon* is a thrilling 3-D flight combat game, along the lines of *Afterburner*. You take part in air-to-air and air-to-ground combat using weapons such as heatseekers and sidewinders to blow Soviet MIGs out of the sky.

The detailed graphics of the F-16 and the enemies that fly towards it give the game a very professional feel. The ground below flies by at high speeds in a realistic way — the only trouble is it's all in glorious yellow monochrome (aww). Sound is not too impressive either, the effects are very basic and the tune drives you mad after a couple of plays.

The playability of the game using the lightgun is severely reduced. The idea is to shoot the F-16 when you want it to move. The inlay says it will take 'automatic, intelligent evasive action'. In fact the F-16 either stays put and ploughs into an oncoming chopper, or blows up!

Using the normal control method improves the game a bit, but there's nothing new about flying around shooting things, is there? If you're desperate for lightgun games then give this a whirl, but you will have to be pretty desperate!

Overall 53%



HOPPIN' MAD

Encore (re-release)
■ £2.99 ■

I absolutely adored this when it first hopped onto our screens, and it remains a firm favourite even today. The slickness of the ball-worm thingy (I don't know what it's called!) you control makes the game instantly addictive, and the unpredictability of the nasty things out to pop you gives an extra boost.

The various levels include the easy forest, boiling desert and the almost impossible ice covered level. All your

skills will be tested to the full. Colour oozes out of every corner, with detailed graphics in the backgrounds and sprites.

The idea is to collect balloons by bouncing along, trailing a long tail behind you. If any of the balls in the tail hits a rock or spike, or gets chomped by a Venus Fly Trap, it bursts and the tail gets shorter. Once ten balloons have been collected you go onto the next level to try all over again.

Each level gets progressively harder: gaps you have to manoeuver through get shorter and jumps get longer until you wonder how the hell you're supposed to survive!

Hoppin' Mad is a classic game. It was a hit when it was first released back in 1988 and is bound (no pun intended) to be a hit again on re-release. It's packed full of action and just frustrating enough to keep you coming back for more. Get your copy today.

Overall 74%

THE RACE

Players Premier

■ £2.99 ■

Pit your wits against a friend, or race against the clock in *The Race*. You can pull at least eight 'G' in your gleaming performance car as you accelerate away from the starting grid, and prepare to fly into the air when you hit that ramp.

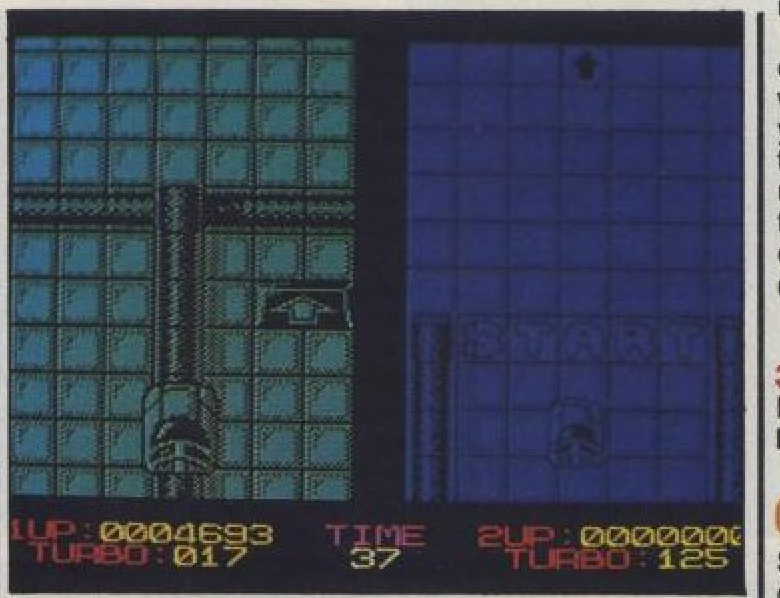
The inlay boasts six massive race tracks, a dual player mode with player one and player two's tracks scrolling independently, and a thumping 'Sonic Graffiti' soundtrack for 128K owners. In reality it's simply another scrolling car race game along the lines of so many others.

The graphics are slick and well defined, but then what graphics aren't these days? And the soundtrack is there - just! Unfortunately the whole thing's in monochrome, and cyan monochrome on level one at that.

I just don't find car races playable any more. Each time a new version of this type comes out, it might just as well be the older games with new graphics and sound. This one isn't particularly playable either: the so called 'turbo' just puts the car out of control, and with the twists and turns you need to make to complete each of the races you would be a fool to use it.

The Race has all the usual **Players Premier** refinements, but when the game is totally unoriginal is it really worth refining?

Overall 41%



RASTER RUNNER

Mastertronic Plus

■ £2.99 ■

Now this is more like it! A totally simple but terribly addictive game. Everyone must know the old *Tron* style game where two bikers race around an arena leaving a trail behind them. If you cross the trail or bang into the edge of the arena you lose a life. It has to be the simplest, most enjoyable formula for a game ever!

Raster Runner is an up to date version of this with a smooth scrolling background, animated smashes and devilishly hard opponents to compete against. You and your Plasma Bike are armed with three shields. Using one of these makes the bike flash for a bit: while it flashes you can cross any of the trails to get out of a tricky situation. The name of the game is points. You have to collect as many as possible to get higher up the score table.

Raster Runner is really addictive as it is, but it could have been made even better. With just the one arena to compete in things get a bit boring after the 435th go! A few obstacles stuck around the place would have made life more exciting. A radar scanner at the top of the screen showing the position of all the trails helps in the racing. The trouble with this is you keep your eyes on it all the time, however, it doesn't spoil the game too much.

Raster Runner is an essential purchase if you want a game that'll keep you addicted for a long time. And if you get fed up, you can always use the radar scanner as an etch-a-sketch!

Overall 82%

3D-PINBALL

Mastertronic Plus

■ £2.99 ■

Pinball games have been around on the Spectrum since the year dot, so why have **Mastertronic** decided to produce another one? The only thing that makes *3D-Pinball* any different to many of the others is that it's supposed to be in 3-D. All that's really been done is the pinball table has been drawn on an angle — the ball itself isn't in 3-D, and the game controls exactly the same way as any other.

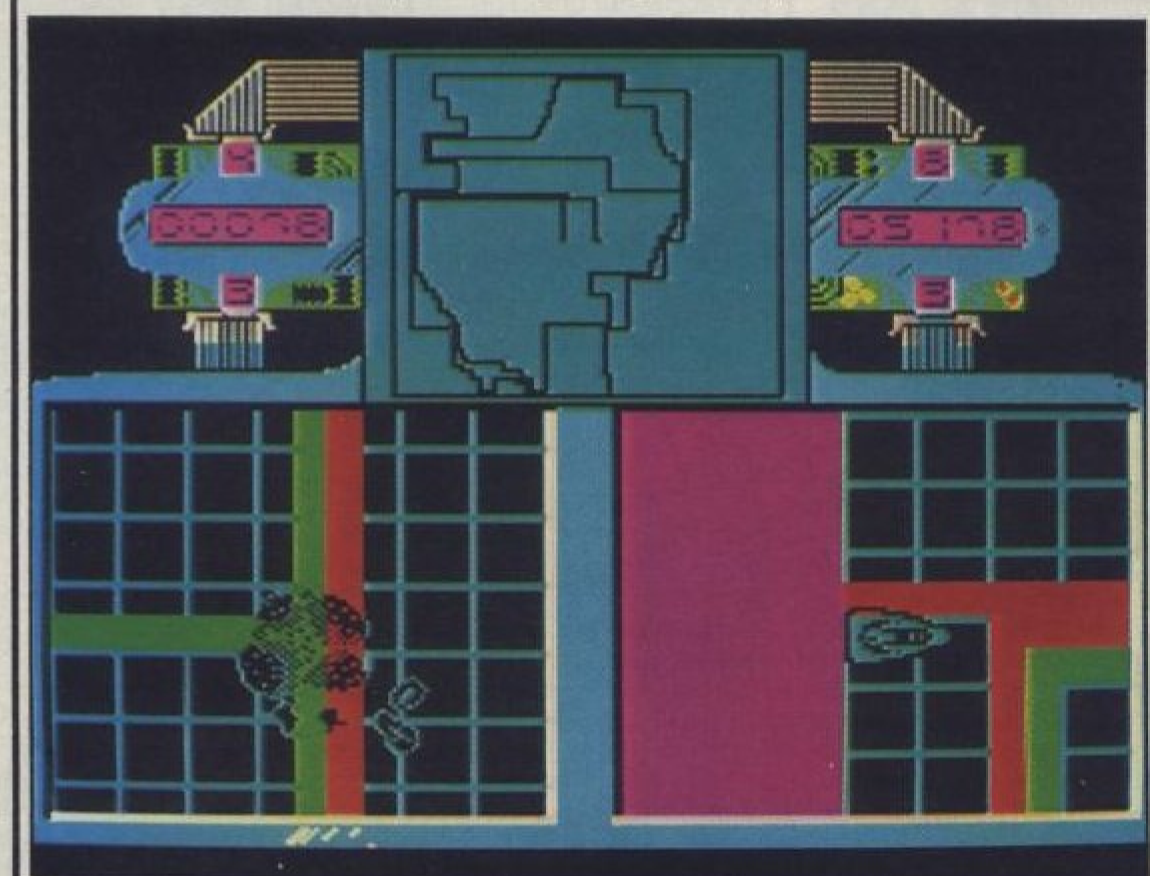
There are no really special features about the table, all the bumpers and dials have been used hundreds of times before. They all have fancy names to make them more interesting though. 'The Black Hole' for example, is really a little hole at the top of the table and the 'Tombstone Targets' are three things that look like dominos!

The name of the game is collecting a high score: not too exciting, but all fans of pinball will find it a challenge. You are supposed to collect massive bonuses by spinning a gadget here and twiddling a thingamigig there. Trouble is that when I play, the ball only stays on the table for a couple of seconds! Sound effects are basic, with an interesting (ahem) 48K tune at the beginning of every game. Colour unfortunately clashes quite a lot, as you can see from the screen shot.



3D-Pinball will keep fans of the game occupied for at least half an hour as long as they're not expecting anything original from it.

Overall 42%



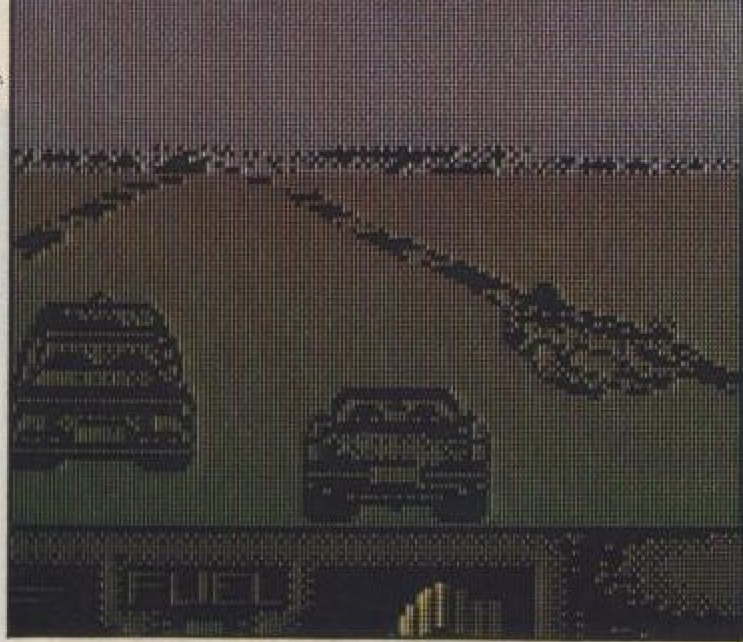
ENTERPRISE

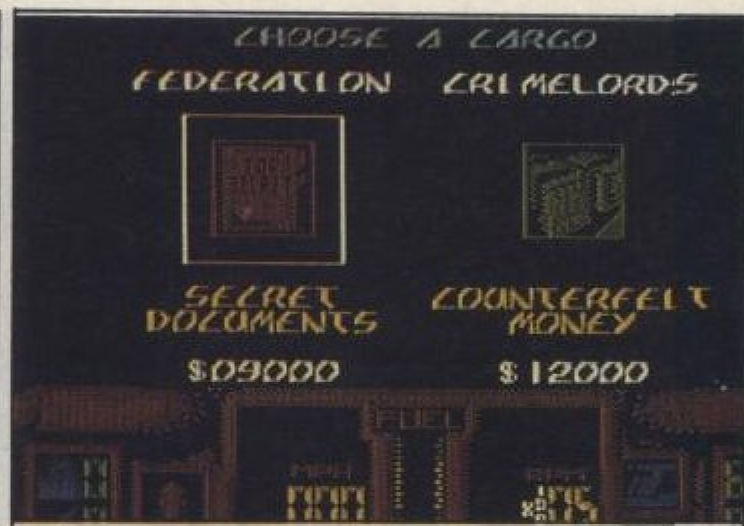
Mastertronic Plus

(re-release)

■ £2.99 ■

Enterprise is one of those games that takes absolutely ages to get into but is quite rewarding when you do: a variation on the *Elite* style of game, trading with aliens and flying about the universe visiting the 5,000,000,000,000 planets (how many?). The idea is to use the aliens to collect enough money to





retire from the criminal, space hopping lifestyle you now lead and go to the planet Paradise. The only trouble is that inflation keeps pushing the price of Paradise up, so more and more money has to be made.

Some quite nice spinning planet sequences and effects are really good, but soon get boring when you are watching the same ones for the umpteenth time. The actual chatting with the planets' alien inhabitants is the best part. If you get fed up you can always start entering swear words and see how they react (as if I would do such a thing!).

Enterprise might keep fans of *Elite* busy for a few days, weeks or even months (these games take a long time to complete) even if it's slower moving. At 48K, it doesn't look very good compared to newer 128K games, but some playability is still there - somewhere.

Overall 40%

DRAGON'S LAIR

Encore (re-release)
■ £2.99 ■

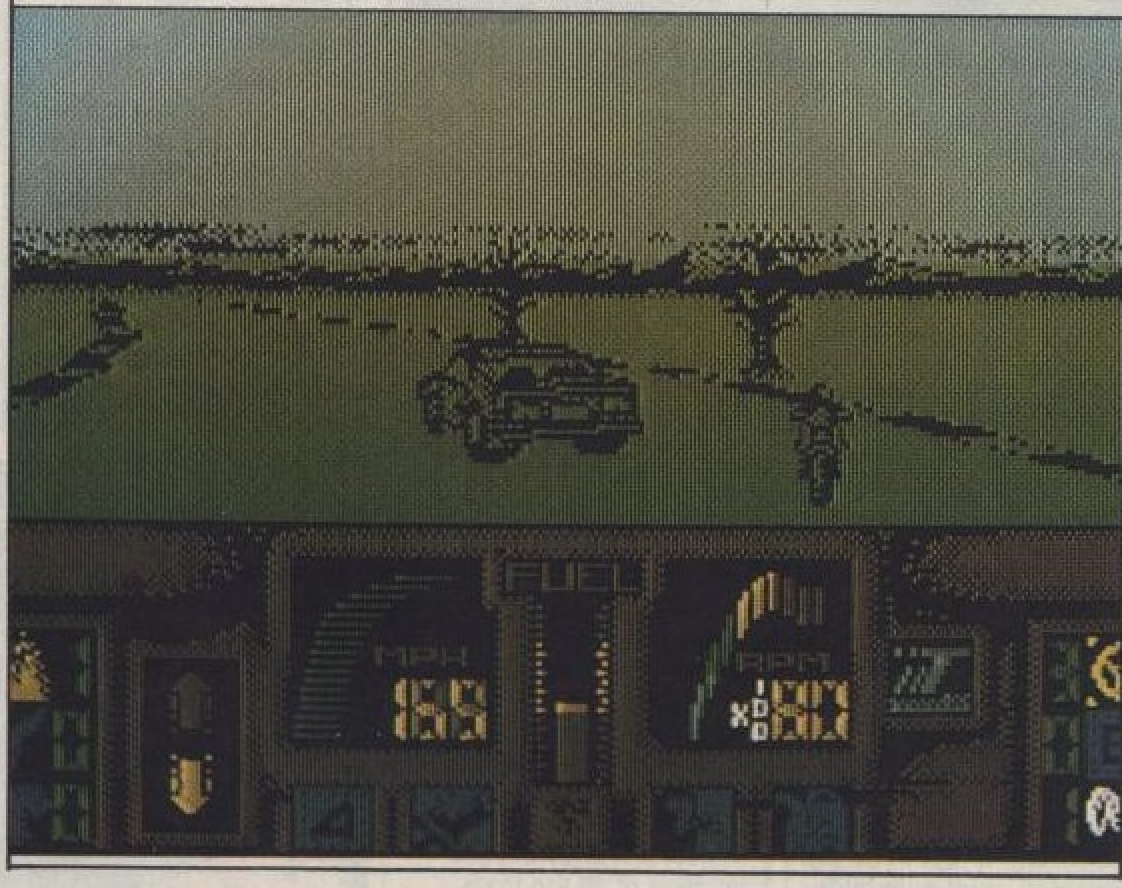
This was a stunning arcade machine with high quality graphics and sound, but it sadly lacked in playability. Each scene was played by just moving the joystick in one direction at the right moment. If the timing wasn't correct, Dirk, the hero, came to a very sticky end. I spent all my pocket money just trying to get off the first screen, and didn't succeed!

The Spectrum conversion retains many of the arcade machine's bad things, and not many of the few good ones. Graphics, of course not up to the quality of the original, aren't too bad: large smoothly animated sprites and good splashes of colour everywhere plus detailed scenery. Being a 48K only game is the biggest problem. This means sound consists of nothing but the odd beep, and the multi-load takes longer than the actual playing.

Some of Dirk's tasks seem almost impossible. It took me ages to successfully complete the first stage where he stands on a disk and is blown about by the wind. Moving in the opposite direction of the wind keeps him on the disk, otherwise he falls off and plummets to his doom!

Dragon's Lair is a game for people with plenty of patience. You need to persevere with to get any playability out of it. The graphics may be well detailed and colourful — it's surviving long enough to see them that causes the problems!

Overall 46%





OVERLANDER

Encore (re-release)
■ £2.99 ■

It is 2025, and the whole planet resembles Death Valley: the ground is scorched, and everywhere is bone dry. What's the cause? The Ozone Layer of course. You were all warned not to keep spraying C.F.C.s all over yourself but took no notice. Now the people of Earth are forced to live in vast underground cities: the only communication between them is via the Overlanders — brave people who drive their customised cars down the roasting freeways.

I remember reviewing this when it first came out around the same time as lots of other car games in a similar style, like *Road Blasters* for example. The simulation of the car's movement in *Overlander* is pretty good. The ground goes up and down smoothly, and well placed corners keep you on your toes. The actual car sprite also tilts up and down depending on the gradient of the hill coming up.

The presentation is really slick. Detailed graphics make up the wastelands, with such delights as overturned, burnt out cars and dead trees littering the roads. Sound isn't bad either with good special FX and an average tune on the title screen.

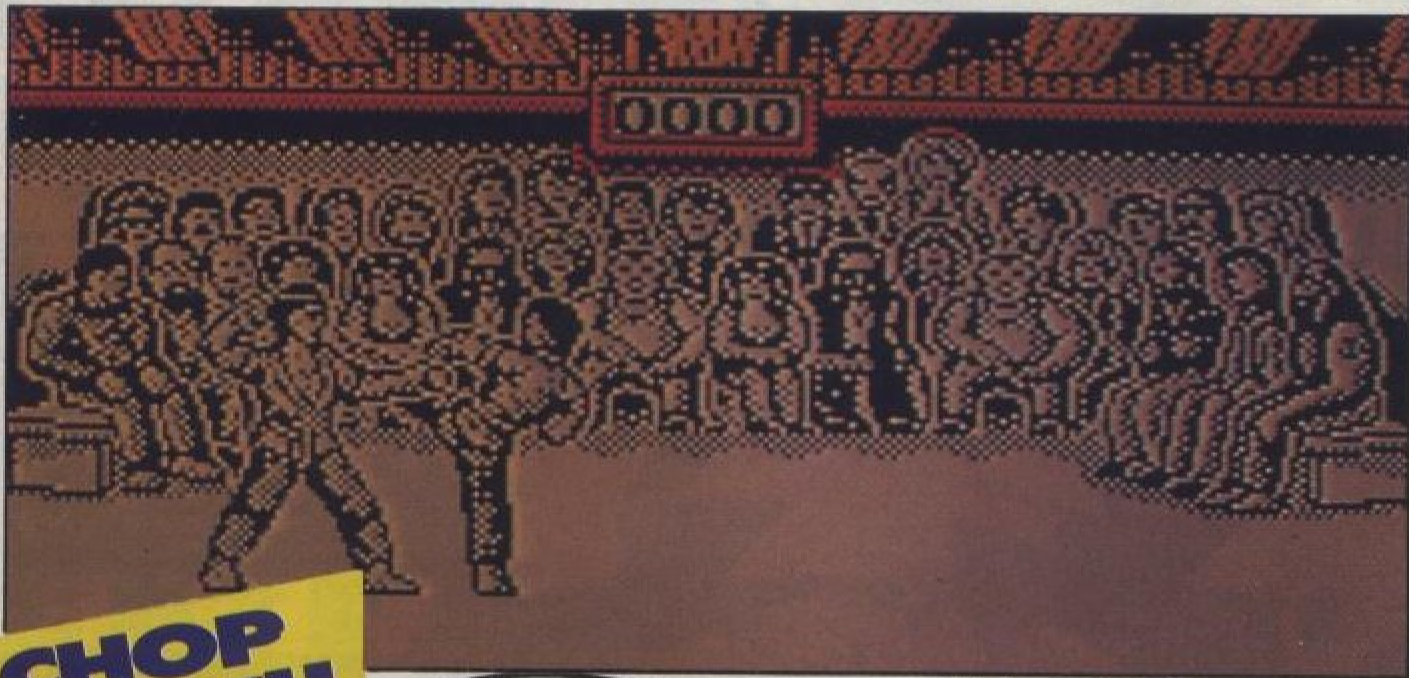
Overlander is a fun car game to keep all speed freaks busy for some time. If you missed it first time around, take a peek now.

Overall 68%

More goodies — and not so — from the bargain basement next month!


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COMBAT SCHOOL
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TAITO
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COP THIS! WIN A LOAD OF MARTIAL ARTS LESSONS FROM MICROSTYLE!



CHOP FUEY!!

●THWACK!

Get yourself a computerised shiner with Microstyle's latest action-packed bash 'em up ***Oriental Games*! Load up** the game and you're off to the Far East to compete in a gruelling series of martial arts games played against the masters! Lumme! It all sounds rather tough, doesn't it? And it is! Kick through Kung Fu, fight in Freestyle, clobber in Kendo and slap the fat in Sumo wrestling!

●HIIIII-YA!

And soon, with a little bit of luck and thanks to **Microstyle**, you could be up to standard to compete in *Oriental Games* yourself, as we're offering a set of ten martial arts lessons as the first prize in this compo! The lucky, and soon to be deadly, winner gets ten lessons paid for at their local centre in whichever oriental discipline they choose! It'll turn you into a lean, mean oriental fighting machine! It's a prize and a half! And the other half is a **Microstyle** goody parcel featuring a watch, sunglasses, a frisbee, a credit-card wallet, posters and more! And there are nine more bundles of goodies for runners-up!



●KER-SPLAT!

Don't get knocked out — get in the running for a prize by ringing the **CRASH** compo hotline! Dial **0898 555 084** and listen to the questions being read out over the phone. When you have your answers, write them down on a postcard or the back of a sealed envelope and send it to: **NEWSFIELD, BLACK BELT HERE I COME HOTLINE COMPO**, CRASH, Ludlow, Shropshire SY8 1JW. And make sure your entries arrive by 26 May!!

DIAL AWAY

0898 555 084

WIN A SET OF MARTIAL ARTS LESSONS!

Calls cost 25p per minute during off-peak time and 38p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

NEXT MONTH

Titter ye not! Ooooo noooo! Listen madam, we got a stack of thrills 'n' spills coming your way for jubilant June! It's truuue! Oooo yes — there's a scrummy Powertape stuffed with games featuring a CRASH Smashed game and more!! Plus a SURPRISE EXTRA FREEBIE!!!! More top-prize compos giving you the chance to win loads of free goodies! Plus all the excitement of the regulars in the next thrill packed issue!

DON'T MISS IT!! CRASH ISSUE 77, THE JOLLY JUNE EDITION ON-SALE 24 MAY! HERE COMES A HOT, HOT, HOT SUMMER 'COS THE NATION'S PLAYING OUR GAMES!!


EVERY CITY HAS A MEAN STREET!
SHADOW Warriors
SHADOW WARRIORS, THE LATEST, GREATEST AND MOST AMBITIOUS MARTIAL ARTS COIN-OP GAME NOW RAGES ONTO YOUR COMPUTER – FEATURING
INTERACTIVE SCENIC BACKDROPS!
THE SECRETS OF THE NINJITSU TECHNIQUES HAVE BEEN HANDED DOWN SINCE THE MEDIEVAL WARS... NOW THEY LIVE ON IN THE JUNGLE OF THE AMERICAN METROPOLIS.
A THOUSAND YEARS OF THE NINJITSU SECRETS AT YOUR FINGERTIPS... THE
PHOENIX BACKFLIP,
TRIPLE BLOW COMBINATION, FLYING NECK THROW,
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AND MORE, GIVE YOU A FORMIDABLE ARMOURY OF STUNNING MOVES.
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